

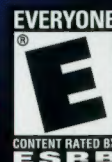


Debra McBride
David Cassady

primagames.com



Covers both games!



GAME BOY COLOR

THE LEGEND OF
ZELDA
ORACLE OF
SEASONS



THE LEGEND OF
ZELDA
ORACLE OF
AGES



PRIMA'S OFFICIAL STRATEGY GUIDE

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Two Lands, Two Evils, One Legendary Hero!



The legendary hero of Hyrule is back! This time Link must face two ferocious enemies in two separate worlds as part of one insidious plot to bring darkness and chaos into power. Who or what is behind the evil forces of Onox and Veran? Only those brave enough to complete both quests will learn the truth.

In *Legend of Zelda: Oracle of Seasons*, Link must rescue Din, the Oracle of Seasons, from the dark general Onox. Onox has kidnapped Din and seemingly destroyed the Temple of Seasons. His plan to hurl Holodrum's seasons into complete disarray is well underway. Summer, spring, winter,

and fall pass in mere moments. Ground once covered with spring flowers is suddenly buried in winter snow. Frozen winter rivers instantly turn to dry summer riverbeds and then swell with spring rain. The power of the seasons must be restored before the shifting forces rip Holodrum to shreds.

In *Legend of Zelda: Oracle of Ages*, the evil Veran, Sorceress of Shadows, dupes Link into helping her possess Nayru, the Oracle of Ages. With Nayru under her control, she travels back in time to prey on the sorrows of the people of Labrynna, thus ushering in an age of shadows. Link must use the mysterious Harp of Ages to follow Veran back in time, saving Nayru and restoring the timeline to protect the present.

With two intense quests full of vicious enemies and mysterious secrets, you'll need every advantage you can get. Let this book be your guide to both quests, so you can experience all that lies hidden within the two adventures. Discover the intricacies of every dungeon. Learn the weakness of every boss. Locate Heart Pieces, powerful swords, and shields to give you every advantage in battle. Fight with confidence and unearth the secrets of linking *Oracle of Seasons* and *Oracle of Ages* together to unlock the complete adventure. Most of all, have fun!



Adventuring Basics

The Legend of Zelda: Oracle of Seasons and *Oracle of Ages* take you on two large, intertwined quests to save the worlds of Holodrum and Labrynna. Those of you who've been playing *The Legend of Zelda* games for a while now will find many elements of these titles familiar. Nevertheless, there are surely a few new twists you need to get the hang of to succeed. Some elements of the two games are shared, but many items are unique to each game and allow you to perform different actions. Study the basic controls and actions by reviewing this chapter, which is designed to give you an edge while exploring both worlds.

TALKING AND READING



The most basic lesson of any adventure game is to talk to everyone you meet. Don't hesitate to speak to people each time you return to a town. They often give you new information that helps you in your quest. Clues can come from some pretty unusual places.

Even monsters might have helpful advice. You should also stop to read any signs you see when you're searching around for the next dungeon—they might point you in the right direction.

SOLVING PUZZLES

As challenging as the puzzles may be, there is always a solution. Never give up. If you can't solve a puzzle, simply walk out of the room and re-enter so the puzzle resets. Then look at it again from the start and maybe try a different approach. Some situations require that you perform actions in a specific order.

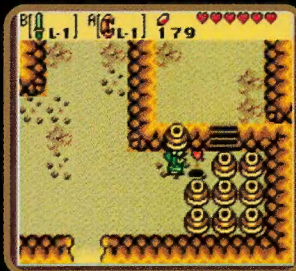
EVERYTHING HAS A PURPOSE

If you're stuck in a dungeon and can't figure out how to get to another area, go back through previous areas. Search each room for hidden switches, cracked walls, and other visual clues that might lead you to discover a secret. Listen as well as look. If you hear a chime as you step into a room, this typically means there's a key in that room—you just have to figure out how to make it appear. Many actions can't be performed until all of the enemies in a room are defeated. Eliminate any threats before searching for hidden switches and passages.

SAVE OFTEN

As a matter of course, save before going into any dungeon. You can save anywhere and anytime. Save after important events such as defeating a mini-boss or finding a quest item. This saves you the frustration of having to replay a large chunk of the game. Besides, your batteries could run out while you're totally absorbed in the game!

STOCKING UP



Chop down plants, dig up dirt, and bash boulders to find Rupees, hearts, seeds, and even an occasional enemy. You can never have too much of anything, and you never know when you'll need a specific item to overcome an obstacle. If your health is getting low, step back

into a safe area and chop away to find the help you need. Sometimes you may even dig up a Fairy, which really gives your health a boost.

EXPLORE AND EXPERIENCE

Though the walkthrough chapters were written to take you through the natural progression of the game, feel free to explore in whatever manner you wish. Though you can't explore certain areas until you have the right tools, you may still find Heart Pieces, rings, and other items off the beaten path. You'll find additional information on such things at the end of the walkthroughs.

CHESTS, CAVES, AND OTHER HIDDEN STUFF



Every chest contains something good. Some are better than others, but they're all worth opening. Chests inside and outside the dungeons are just waiting for an eager adventurer to find them. Secret caves and people are also hidden all over the place. Look for cracked

walls, out-of-the-way caves, mysterious spots, and even saplings. Bomb and burn just about everything—you never know what you might find. If you can't reach a secret when you first discover it, you'll eventually acquire a tool that will allow you to reach it easily. Keep all these secret spots in mind so you don't miss out on any of the goodies.

RUPEES



You need lots of Rupees to buy items from shops. They can be found in chests, under weeds and grass, or even buried in the ground. They come in three basic amounts:

GREEN 1 RUPEE
RED 5 RUPEES
BLUE 100 RUPEES

Obviously those Rupees that yield more money are harder to find. Digging with a Shovel is usually the best way to quickly fill your pockets.



SUBROSIA in *Oracle of Seasons* uses **ORE CHUNKS** RATHER THAN RUPEES. FIND THEM BY DIGGING IN THE SUBROSIAN UNDERWORLD. ORE CHUNKS ARE WORTHLESS ABOVE GROUND, BUT RUPEES ARE EQUALLY WORTHLESS UNDERGROUND.

MAKU TREES

In both games, Maku Trees are your points of reference. Listen to what they have to say, because this sage advice leads you to your next objective. Over the course of your games,



Maku Trees grow as they recover from the evil spells cast upon them. Check them often to find special items and new rooms to explore.

LOOK FOR ALTERNATE PATHS

Special friends and tools in both games lead you from area to area. If you cannot reach a location, there is always an alternate path. If you're not following along with the walkthroughs provided in this guide, keep looking for an alternate way to reach your desired destination. Consider all of the tools you've collected and animals you've met. If you can't get there on your own, maybe someone else can get you there. You might even use a Gale Seed to move closer to your objective.



MYSTERIOUS TREES AND SEEDS



All over the world you'll discover Mysterious Trees that bear seeds at different times. These seeds can be gathered and used during your quest. Each has a unique effect:

Ember Seeds: These burst into flame when shot or tossed. They're great for burning everything from weeds to signposts. They also cause a small amount of damage to most enemies.

Scent Seeds: Need a little extra room in battle? Scent Seeds attract certain enemies. Drop one on the ground and watch enemies scatter. They're also great for shooting enemies and switches.

Pegasus Seeds: These give Link a temporary speed boost, allowing him to easily dodge enemy attacks and make longer jumps. Shoot an enemy with one and it may be stunned.

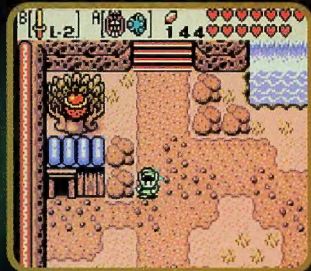
Gale Seeds: Use these to teleport around the world. A Gale Seed's vortex can carry you to any Mysterious Tree that you've visited previously. Pop an enemy with one and it's flung to the farthest regions of the world. You won't get any items for its defeat, but this still may be worthwhile in some battles.

Mystery Seeds: Mystery Seeds have unusual effects. They can bring inanimate objects to life, such as Owl Stones, which can give you valuable clues. Shot at enemies, they have a random effect similar to one of the other four seeds.



MYSTERY SEEDS HAVE OTHER BIZARRE EFFECTS AS WELL. SHOOT THEM AT BUZZ BLOBS AND CUCCOS FOR SOME VERY ODD EFFECTS.

GASHA SEEDS AND SOFT SOIL

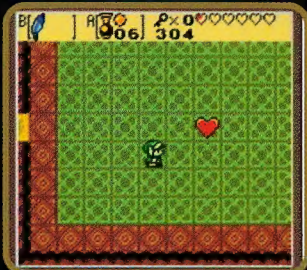


Gasha Seeds can be found here and there throughout your adventures. These mystic seeds produce unusual items such as rings, Rupees, magic potions, and potentially even a Heart Piece. Search for patches of soft soil wherever you go. They can be hidden under rocks, plants, and buried underground. Use your tools to search every area, or equip the Discovery Ring.

It gives off a tone whenever you enter an area where a patch of soft soil can be found. When you find one, stand over it and press **A**—you're given the option to plant a Gasha Seed if you have one.

The amount of time it takes for a Gasha Seed to grow is largely based on how far you've advanced in your quest and the number of enemies you've defeated. What you get from a Gasha Seed also varies. To get the absolute best stuff from each seed, help out your friends, defeat lots of enemies, find every secret, complete the side quests, and gather lots of essences. Even where you plant a Gasha Seed has an impact on what you find when the seed is collected. Far off, hard-to-reach locations produce the best items. There's even a ring that can improve what you find.

HEART PIECES



Your initial life bar is very small, with only three Heart Containers. You find additional Heart Containers each time you complete a major dungeon in each game. However you can also gain Heart Containers by collecting four Heart Pieces. These are found in unusual locations and

usually require a bit of thought to reach. Each game contains 12 Heart Pieces. Try to find them all before you reach the final battle.

Basic Controls and Actions

MOVEMENT

Use the directional buttons to move Link around the worlds. He can pass over most terrain easily, but weeds, saplings, rocks, and water can prevent his exploration without the proper tools. Climb ladders and enter doors and passageways in the same manner that you would normally explore. You pass into the next area as you step onto the stairs or off the edge of the screen.

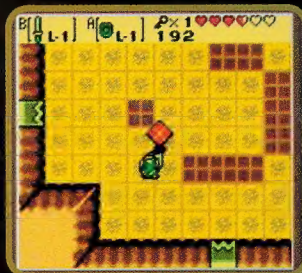
ATTACKING



Your primary attack is with your sword. Press the action button to swing the sword at an enemy, or hold the button to power up and to perform a devastating spin attack that causes twice the normal damage. For more information on assigning buttons, see "Using Tools" on page 7. You

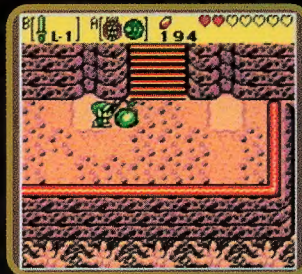
have lots of other weapons as well. Learn to use them all effectively and you'll have a much easier time.

DEFENDING



Lacking heavy armor, you are open to damage from enemy fire. With a shield, you can block some, but not all, enemy attacks. Still, having a shield is a must—even if you don't use it to block, you need it to stop more than one enemy.

PUSHING AND PULLING



Some objects can be moved. Most commonly, you push stones around to clear pathways. Once you have the Power Bracelet, you can also pick up heavy objects such as pots and larger rocks. Picking up objects solves some puzzles, and it's a great way to find extra

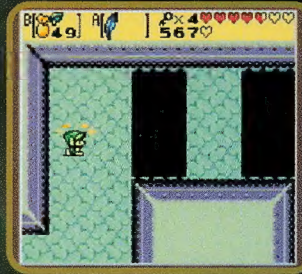
health and Rupees. When the Power Bracelet is equipped, objects can also be tossed as weapons. They aren't always effective, but they're a decent alternative to a sword in some instances.

JUMPING



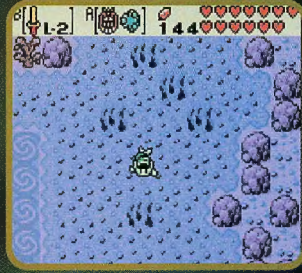
You can't jump without the aid of certain tools. The Roc's Feather and Roc's Cape allow you to hop over pits and even dodge enemy attacks. Use Pegasus Seeds to increase your jumping distance.

RUNNING



Normally you walk along at a slow, steady pace. Use a Pegasus Seed to run like the wind. This is important to some puzzles and makes it much, much easier to dodge enemy attacks.

SWIMMING



Every great adventurer eventually has to get his or her feet wet, and you are no exception. Without the proper tool, however, you'll sink like a stone in deep water. Use Zora's Flippers to swim with the best of them. Swimming works just like walking, except that you

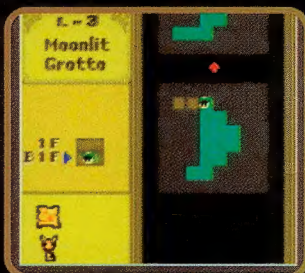
can swim faster by tapping **A** and dive underwater by pressing **B**.

THE SUBSCREENS



Press **START** to bring up the subscreen containing Link's inventory. The first screen shows your available tools and weapons. When selecting a tool or weapon, move the cursor over the desired item, then press either **A** or **B** to assign it to that button. Press **SELECT** to shift to the other two subscreens.

The second screen contains quest items that either have an automatic effect or are used to trigger a specific event. This screen also contains your rings. Equip your rings here or they won't have any effect. The third and final screen shows how many essences and Heart Pieces you've gathered. It's also where you can save your game. Do so often.



The overworld, underworld, and dungeons all have maps. Dungeon Maps aren't available until you've explored the area or found a Dungeon Map in a chest. Some maps aren't available until someone gives it to you. However, you can view the world map by pressing **SELECT**. It's slowly revealed as you explore the world.

Scroll around the overworld map and press **A** to get information about the selected location. It may be the name of the location, or a picture of a tree, someone's home, a stump to change seasons, or a Time Portal to alter time. To leave the map, simply press **SELECT** a second time.

USING TOOLS

Each tool Link uses in these adventures can be placed on either **A** or **B**. Place whatever tool or weapon you use the most on the button most comfortable for you. To use a different tool or weapon, access the item in your subscreen and assign it to one of the two buttons. Sometimes you may even need to forgo holding a weapon in favor of two tools needed to clear a set of obstacles. Tools sometimes go above and beyond their intended purpose. Experiment to discover their true power.

USING THE ROD (ORACLE OF SEASONS)



In *Oracle of Seasons*, you must alter the seasons to complete your quest. To change a season, stand on a stump and use the Rod of Seasons. There's a catch though: The Rod of Seasons must be enchanted by the season spirits in the Temple of Seasons before you can begin changing the

Game Basics

seasons. At first, you're very limited, but by the end of the game you can change the season to whatever you wish.

Change the seasons to reach new areas. For example, a large snow bank may block your progress, so switch to summer and pass through effortlessly. Many secrets can only be reached in a particular season as well. A snow bank may block your progress in one area, yet create a ramp to reach an otherwise inaccessible house or cave in another place. Here's a basic rundown of the seasons:



Spring: Rivers flood with spring rains and rock flowers bloom, allowing you to chop them down.



Summer: Some lakes dry up with the summer heat and fewer plants grow.



Fall: Mushrooms turn ripe in the fall and can be picked with the assistance of the Power Bracelet. Lots of leaves cover the ground, and seeds are easier to find.



Winter: Snow banks form, creating ramps to some areas while blocking others. Trees lose their leaves, opening new passages, and still water freezes, making it possible for you to cross over them.

PLAYING THE HARP (ORACLE OF AGES)



You have three different options when you play the Harp of Ages in *Legend of Zelda: Oracle of Ages*. When you select the Harp of Ages and assign it to either **A** or **B**, you must choose to either play the Tune of Ages, the Tune of Currents, or the Tune of Echos. (You won't have the Tune of Currents until later in the

game.) When you play the Tune of Ages near a Time Portal, a warp is created, allowing you to travel between the present and the past. The Tune of Currents allows you to create a temporary portal without the Time Portal. There are some limitations as to where you can create these portals though.

The Tune of Echos gives you total free-

dom to move back and forth through time.

The only thing stopping you from going anywhere and everywhere are obstacles such as trees and buildings. If you land on one of these while time traveling, you get zapped back to the previous time.



Characters of The Legend of Zelda: Oracle of Seasons and Oracle of Ages

Many exciting characters inhabit the Oracles saga. Some characters span both games, while others are devoted to one of the quests. Here is a brief taste of the characters you'll meet throughout your adventures.

LINK

The power of the Triforce summons Link to the worlds of Holodrum and Labrynna. Evil forces are ripping these two lands apart. The Oracle of Seasons and the Oracle of Ages have been kidnapped, and as a result, seasons and time have been thrown into utter chaos. It's up to Link to rescue the Oracles and to restore these once peaceful worlds to their former state. Are these separate acts of malice coincidental, or is there a deeper plot brewing?



DIN (SEASONS)

Din, the Oracle of Seasons, travels the countryside disguised as a dancer, quietly protecting Holodrum's peaceful citizens, and maintaining the delicate balance between the four seasons.



NAYRU (AGES)

Nayru is the Oracle of Ages. She has been blessed with the power to control the currents of time. A serene woman, she spends her time singing to the inhabitants of Labrynna and ensuring that a peaceful calm remains across the land.



IMPA

Impa is Princess Zelda's most trusted nurse. She has been sent to Holodrum to bring Din, the Oracle of Seasons, back to Hyrule but she's unable to complete her assigned task. Link discovers her in Labrynna, being attacked by wild animals. He saves her life, but something seems amiss.



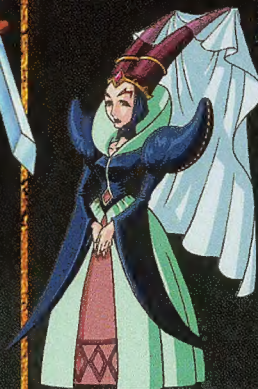
RALPH (AGES)

Ralph is Nayru's childhood friend. Known for being a hothead, he often gets himself into trouble by acting without thinking things through. After witnessing Nayru's capture, he resolves to rescue her from the Sorceress of Shadow's evil clutches without regard for his own well-being.



AMBI (AGES)

Ambi is the ancient queen of Labrynna, known for her once-kind nature. She has been hard at work building Ambi's Tower, which villagers have recently begun calling the Black Tower. What evil could be swaying her?



THE MAKU TREE (SEASONS)

This giant tree lies in wait for a hero. As the guardian spirit of all Holodrum, it leads Link in his quest to recover the eight Essences of Nature. The present turmoil has left it weak and shriveled, but Link's quest may restore it to its former glory.



THE MAKU TREE (AGES)

This huge tree is the guardian of Labrynna. Veran's evil plan puts the tree's life in danger when it is only a young sapling in the past. Luckily, Link comes to the rescue, earning her favor for all time.





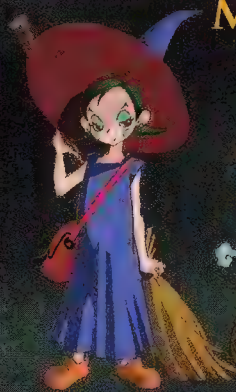
ONOX (SEASONS)

Onox, the evil General of Darkness, has cast the seasons of Holodrum into total disarray. Locked behind a shadowy veil, he resides in his castle gathering power from the turmoil.



VERAN (AGES)

Veran, the Sorceress of Shadows, is not what she seems. She has the power to possess others and force them to do her bidding. Using the power of the Oracle of Ages, she travels back in time to disturb the past and bring about an age of shadowy darkness.



MAPLE AND SYRUP

The young witch, Maple, is still just an apprentice to Syrup. Rather than practicing her spells and potions, she spends much of her time flying around Holodrum and Labrynna, tormenting Link by carelessly bumping into him time and again. Syrup is a kindly old witch who runs a potion shop.



BIPIN AND BLOSSOM

This good-natured couple has just been blessed with the birth of a new son. Bipin is a seasoned gardener and knows a great deal about the mysterious Gasha Seeds. Link learns about Gasha Seeds from him.



VASU

Nobody knows jewelry quite like Vasu. The only jeweler in Holodrum and Labrynna, he has a gift for appraising rings and can keep Link's rings safe as he travels. Vasu is also known for his two pet snakes, which can communicate between the two lands.

Characters

SUBROSIANS (SEASONS)



The Subrosians are a bizarre race that lives beneath the world of Holodrum. At the moment, they're

in a panic because a strange building has fallen into their world. As odd as they may seem, they offer Link useful advice and tools to aid him in his quest.

GORONS

The Gorons are a breed of peaceful mountain people, swept into the chaos caused by Onox and Veran. With their very lives threatened, they turn to the legendary hero of Hyrule for assistance.



GREAT MOBLIN

The Great Moblin is always up to no good. In Holodrum he has set up a large keep outside of Sunken City where he extorts tolls from passersby. He sets his sights on the peaceful Gorons of Labrynna and their prize Bomb Flowers. Will his plans succeed, or will Link teach this evildoer a long-overdue lesson?

RICKY

Ricky is a boxing kangaroo known for his powerful cyclone punches. He recently lost his boxing gloves. If Link can find them for him, Ricky may be willing to give him a helping hand.



MOOSH

This large, winged bear spends most of his days searching for food. Though Moosh may not be easily motivated, Link can probably find a way to urge Moosh into assisting him.

DIMITRI

Dimitri's intimidating appearance strikes terror in the hearts of most people, but this scary-looking reptile is anything but ferocious. If Link can save Dimitri from people's prejudices, they just may become best friends.



Items

There are many more items in *Legend of Zelda: Oracle of Ages* and *Oracle of Seasons* than just swords and shields. You must gather and trade many other items to advance your quest or to find a secret elsewhere in the game. Every item has its purpose, from unlocking dungeons to making someone's day a little brighter.

The following tables list all of the items in both games, where to find them, and how to use them. A few items can only be obtained after beating one of the games and receiving a password, then linking with the other game. However, most can be obtained through normal gameplay.

BASIC ITEMS

SWORDS

Sword	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Wooden Sword	Yes	Hero's Dungeon (Level 1) (already equipped when main-linked)	Yes	Player has at the beginning of the game	Causes 2 damage
Rock Sword	Yes	Trading Event; get by returning to the shop	Yes	Trading Event; get by returning to the shop	Causes 3 damage and throws rocks
Master Sword	Yes	Lost Woods; get by return-linking	Yes	Trading Event; get by return-linking	Causes 4 damage and shoots an energy beam
Flame Sword	Yes	Get by return-linking	Yes	Get by return-linking	Causes 5 damage; fire-breathed flames accompanied with flame beam

SHIELDS

Shield	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Wooden Shield	Yes	Sold at the Shop (30 Rupees)	Yes	Sold at the Shop (30 Rupees) (already equipped when main-linked)	Normal shield; blocks some attacks
Fire Shield	Yes	Submarine Swamp; get by return-linking	Yes	Submarine Swamp; get by return-linking	Fireproof; stops fire attacks
Mirror Shield	Yes	Submarine Swamp; get by return-linking	Yes	Submarine Swamp; get by return-linking	Best shield; stops many enemy attacks

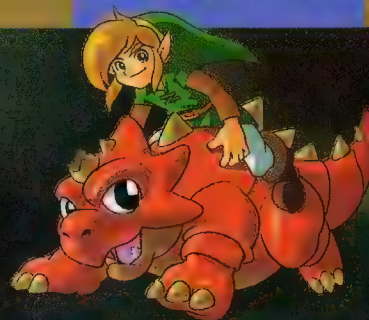
FLUTES

Flute	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Dimitri's Flute	Yes	From Dimitri if you want the Strange Flute	Yes	From Dimitri if you bought the Strange Flute from the Shop	Dimitri comes when the Flute is played
Magnolia's Flute	Yes	From Magnolia if you brought her Spring Flute from the Shop	Yes	From Magnolia if you bought the Spring Flute from the Shop	Magnolia comes when the Flute is played
Ricky's Flute	Yes	From Ricky if you didn't buy one with a Strange Flute	Yes	From Ricky if you didn't buy one with a Strange Flute	Ricky comes when the flute is played
Arren's Flute	Yes	Sold at the Home Village; get by return-linking	Yes	Sold at the Home Village; get by return-linking	Flute that summons Arren; used to help you rescue him from the dungeon



SPECIAL ITEMS

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Bomb	Yes	Charled Root Dungeon (Level 1)	Yes	Arche's Palace	Destroys cracked walls and blocks, and attack most enemies
Boomerang	Yes	Witch's Cave (Level 8)	No	Boat in Upper Canyon	Shoots enemies, also can be used to knock the wall with pins
Cane of Somaria	No	—	Yes	Crown Dungeon (Level 5)	Creates a large, movable block in front of you
Earth Ore	No	Through the Bridge to the Tower	No	—	Used to place a piece of ore
Hyper Slingshot	Yes	Sword & Shield Maze (Level 8)	No	—	A more powerful version of the Slingshot, it shoots three seeds at a time
Iron Hook	No	—	No	Blue Fairy Hall (Level 7)	A key to unlock some areas of the Black Tower
Magical Boomerang	Yes	Ancient Ruins (Level 6)	No	—	Stronger than the Boomerang, it can defeat more enemies; can be controlled in midair while the action button is held
Magical Hammer	No	Umbra's Cave (Level 4)	No	—	Can move heavy items, break through walls and pull out treasure from very deep secreted areas
Power Bracer	Yes	Saake's Remains Dungeon (Level 2)	Yes	Spiral's Crane (Level 1)	Allows you to pick up heavy objects (such as rocks, signs, and jars)
Power Glove	No	—	No	Ancient Tomb (Level 8)	Allows you to pick up heavy items
Rail's Cape	Yes	Explorers' Crypt (Level 7)	No	—	Allows you to jump and glide 3 spaces
Rail's Power	No	Forest Mithra Cave (Level 7)	No	Wing Dungeon (Level 5)	Allows you to fly 3 spaces (Wings / Spirit can be collected)
Seed Satchel	Yes	Charled Root Dungeon (Level 1)	Yes	Fully grown Maki Tree	Carries 20 of each seed type
Seed Sprinkler	No	—	No	Shrine's Labyrinth (Level 1)	Scatter seeds to grow a tree and destroy all enemies
Shovel	Yes	Get from Holly	Yes	Inside the Black Tower	Can dig up the ground revealing hidden items and places; also used to remove snow (Oracle of Seasons) and some rocks (Oracle of Ages)
Sledge	Yes	Dark Ice Dragon Dungeon (Level 4)	No	—	Breaks walls, can break some parts of the Black Tower and some pillars
Switch Hook	No	—	Yes	Skull Dungeon (Level 4)	Switches the positions of the player and the target



SEEDS

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Ember Seeds	Yes	Get from a Mysterious Tree in Holodrum	Yes	Get from a Mysterious Tree in Lynna	Has dried seeds and twigs and light torches
Gale Seeds	No	Get from a Mysterious Tree in Holodrum	No	Get from a Mysterious Tree in Lynna	Transport you in a blizzard, but also blows you away from the air flow
Mystery Seeds	Yes	Get from a Mysterious Tree in Holodrum	Yes	Get from a Mysterious Tree in Lynna	Brings objects to life (e.g., Owl Statue) has a random effect when shot or thrown on an enemy
Pyrewe Seeds	No	Get from a Mysterious Tree in Holodrum	No	Get from a Mysterious Tree in Lynna	Used to make a bonfire, which can be used to warm up, but it can be used to jump, but it can also be used to burn
Scent Seeds	Yes	Get from a Mysterious Tree in Holodrum	Yes	Get by planting the Scent Seedling on Crescent Island	Some monsters are attracted to its scent

ROD OF SEASONS AND HARP OF AGES

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Rod of Seasons	Yes	Temple of Seasons	No	—	Holds the power of the four seasons, can be used to change seasons once it has been enchanted
Power of Spring	No	Spirit of Spring (Temple of Seasons)	No	—	Allows you to change the season to spring
Power of Summer	Yes	Spirit of Summer (Temple of Seasons)	No	—	Allows you to change the season to summer
Power of Autumn	No	Spirit of Autumn (Temple of Seasons)	No	—	Allows you to change the season to autumn
Power of Winter	Yes	Spirit of Winter (Temple of Seasons)	No	—	Allows you to change the season to winter
Harp of Ages	No	—	No	Secret Place	Used to travel through time
Tune of Echoes	No	—	Yes	Comes with the Harp of Ages	Can give vitality to a dormant Time Portal
Tune of Calamity	No	—	Yes	Get from Tiki	Allows you to see the past in the present
Tune of Ages	No	—	Yes	Get from Nayri after rescuing her	Allows you to travel through time without a Time Portal

MISCELLANEOUS ITEMS

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Blue Ore	Yes	Subrosa	No	—	Combine with Red Ore to get Hard Ore
Boat Piece	No	Subrosa Village	Yes	Boat Piece (Wreck)	Needed to open the Secret in Autumn, near the Fairy Elder
Book of Seals	No	—	Yes	Library (present)	Needed to get the Fairy Powder at the Library (past)
Butcher's Knife (Secret of the Ancient)	No	—	Yes	Temple of the Ancient (Secret of the Ancient)	Allows you to pass the secret in the Temple of the Ancient
Cheval Rope	No	—	Yes	Cheval's Grave	Needed to make a raft
Cracked Tree Nail	No	—	Yes	Cracked Tree Nail in Gormon's Village	Must be thrown to get the Tree Nail
Crown Key	No	—	Yes	Rescue the Gormon Elder	Allows you to enter the Crown Dungeon (Level 1)
Dragon Key	Yes	All Castles	No	—	Needed to enter the Dragon Dungeon (Level 1)
Fairy Powder	No	—	Yes	Library (past)	Breaks the curse on the Fairy Queen

MISCELLANEOUS ITEMS (CONT.)

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Floodgate Key	Yes	Floodgate Keeper's House	No	—	Opens the Floodgate
Golden Skull	Yes	Various locations (see below)	Yes	Various locations (see below)	Used as a reward for completing various tasks
Grated Key	Yes	Wake up the Maku Tree	No	—	Unlocks the Grated Root Dungeon (Level 1)
Goron Vase	No	—	Yes	Give the Goron Vase to the Goron at Goron Dance Hall (present)	Used in the Goron Dance Hall of the past
Coronade	No	—	Yes	Give the Goron Vase at Goron Dance Hall (past)	Opens a bomb dodging mini game
Greenyard Key	No	—	Yes	Items hidden in the fields at the Yell Cemetery	Allows entrance to the Spirit House (Level 1)
Hard Ore	Yes	Combine the Red and Blue Ores at the Great Furnace	No	—	Allows you to have his shield upgraded at the Subrosian Smithy
Happy Maku Root	No	Maku Tree (after obtaining all 8 Essences of Nature)	Yes	Maku Tree (after obtaining all 8 Essences of Nature)	Enables the seed to become the fruit of happiness
Island Chart	No	—	Yes	Tingle	Necessary for sailing on a raft
Island Chart (Oracle of Seasons X Oracle of Ages)	No	Various locations	Yes	—	Needed to enter Time Gates and using the Island Map to navigate in the Forest of Hope Map
Lava Juice	No	—	Yes	Shooting Gallery (past)	Necessary to get the Letter of Introduction
Letter of Introduction	No	—	No	Collect the Old Mermaid Key with the Lava Juice	Needed to get the Mermaid Key
Library Key	No	—	Yes	Rescue King Zora (present)	Unlocks the Library
Maple Whisker	Yes	Sold at Spirit's Shop (see below for how to get your Maple Whisker)	No	Sold at Spirit's Shop (see below for how to get your Maple Whisker)	Automatically adds your Heart Container
Magic Ring	Yes	Various locations	Yes	Various locations	Unidentified rings found and won, must be identified by Vasu before they can be used
Master's Dagger	No	Complete the master thief's task	No	—	Present to the master thief to get Zora's Dagger
Member's Card	Yes	Sold at Subrosia Market	No	—	Allows entrance to the Horon Village Shop's basement
Mermaid Key	No	—	No	Find the Lure of Mermaid in the Canyon and find the Canyon's bottom entrance	Used to open the Mermaid Cave (Level 6) (past)
Mermaid Suit	No	—	Yes	Mermaid's Cave (Level 6)	Gives you the ability to swim to deeper areas in the sea; press to dive and surface, and tap the to swim
Old Mermaid Key	No	—	No	Grado's house (see below for how to get the Old Mermaid Key)	Needed to enter the Mermaid Cave (Level 6) (present)
Pirate's Bell	Yes	Take the Rassy Bell to the Subrosian Smithy	No	—	Needed to get the Pirate's Ship to move
Red Ore	No	Subrosia	No	—	Combines with Blue Ore to get Hard Ore
Ribbon	Yes	Trade the Star-Shaped Ore at the Subrosian Market	No	—	Give to Rosa so she'll date you, allows you to use Rosa's key

MISCELLANEOUS ITEMS (CONT.)

Name	Oracle of Seasons	Locations	Oracle of Ages	Locations	Description
Ricky's Gloves	Yes	Defeat Blinn in the ring	Yes	East Shore	Ricky's missing boxing gloves, giving them to Ricky may influence him to assist you
Rick's Boots	No	—	No	Tarpey Farm, near gate	Reminds you the Tarpey Omen that is the game
Rusty Bell	Yes	Sannasa Desert	No	—	Object of the Pirate Captain's quest
Sand Sealings	No	—	Yes	Entrance the Tekay Zone	Plant to seal those seals
Slate	No	—	Yes	Auxium Trench (Level 4)	Collect all four slates in the Ancient Tomb (Level 8) to solve a puzzle
Star-Shaped Ore	Yes	Subrosia Seaside	No	—	Trade it for the Ribbon at the Subrosia Market
Tubby Flycatch	No	—	No	Exchange the Zora Scale with the Vendor	Medicine to cure Young Link
Treasure Map	Yes	Sold in the basement of the Horpa Village Shop	No	—	Displays the location of the four jewels on your map
Van Mel	No	—	Yes	Haze Cocktail Shop, Near Forest	Use to restore Link's consciousness
Zora Scale	No	—	Yes	Near Jabu Jabu's Bell (Level 7)	Allows you to enter the Sea of Storms
Zora's Earrings	Yes	Unlocked in the lower floor of a Solider City	Yes	Chivald's Farm	Allows you to swim deeper water, even under E-rooms, E and Wael's entrance, E

ESSENCES

Name	Oracle of Seasons	Oracle of Ages	Locations
Fertile Soil	Yes	No	Quilled Root Dungeon (Level 1)
Gift of Time	No	No	Quilled Root Dungeon (Level 1)
Bright Sun	Yes	No	Poison Mouth's Lair (Level 3)
Soaring Fire	No	No	Dragon House, Dragon's Lair
Nurturing Warmth	Yes	No	Unicorn's Cave (Level 3)
Shining Cloud	No	No	Wagon House (Level 1)
Seed of Life	Yes	No	Explorer's Crypt (Level 7)
Chilling Shadow	No	No	Stone's Shield Area (Level 1)
Eternal Spirit	No	Yes	Spirits Grave (Level 1)
Enchant Wood	No	Yes	King's Domain (Level 7)
Echoing Wood	No	Yes	Moash's Grotto (Level 3)
Rolling Flame	No	Yes	Sea Dragon's Lair (Level 4)
Sacred Soil	No	Yes	Crown Dungeon (Level 5)
Peril's Peak	No	No	Alchemist's Cave (Level 6)
Rolling Sea	No	Yes	Jabu Jabu's Belly (Level 7)
Falling Star	No	No	Ancient Tomb (Level 8)



Name _____

Name	Oracle of Seasons	Oracle of Ages	Locations
Cacodea	Yes	No	Light the torches at Dr. Left's House
Lon Lon Egg	Yes	No	Give the Cacodea to Malva
Chastly Doll	Yes	No	Run into Maple with the Lon Lon Egg in your possession
Iron Pot	Yes	No	Give the Chastly Doll to the Mayor's wife
Lava Soup	Yes	No	Give the Iron Pot to the Subrosian Chef
Coron Vase	Yes	No	Give the Lava Soup to Bannan
Fish	Yes	No	Give the Coron Vase to Ingo
Megaphone	Yes	No	Give the Fish to the Mayor via the Megaphone
Mashroom	Yes	No	Wake up Talon using the Megaphone on Mt. Cucco
Madwood's Stone	Yes	No	Give the Mashroom to Stone's father-in-law
Engine Grease	Yes	No	Give the Madwood's Stone to the owner of the Clock Shop
Phosphorick	Yes	No	Give the Engine Grease to the owner of the Clock Shop
Poe Clock	No	Yes	Help a Poe rest in peace at Yoll Graveyard
Stationery	No	Yes	Use the Poe Clock to fix the Postbox
Stink Bag	No	Yes	Give the Stationery to the hand in the Toilet
Tasty Meat	No	Yes	Use the Stink Bag to fix the Toilet
Doggie's Mask	No	Yes	Give the Tasty Meat to the Mask Salesman
Dumbbell	No	Yes	Give the Doggie's Mask to Mamma's Vet
Cheesy Mustache	No	Yes	Give the Dumbbell to Smart Thomas
Funny Vase	No	Yes	Give the Cheesy Mustache to Stone
Touching Book	No	Yes	Demonstrate the Funny Vase for Dekadina
Magical Oni	No	Yes	Give the Touching Book to the Traveling Book Store person
Sea Ukulele	No	Yes	Give the Magical Oni to Rafton
Broken Sword	Yes	No	Give the Sea Ukulele to the Duke's maid in the Lord's Mansion and give the Broken Sword to the Lord Zora's Army



Magical Rings

In *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages*, the rings you buy, win, and find are a hot commodity. Rings provide everything from protection against enemy attacks to a symbol of friendship.

Vasu, the local jeweler, appraises and stores the rings you find. It costs 20 Rupees to have a ring appraised, but Vasu will purchase any duplicates for 30 Rupees. You can have only one of each ring, but when you find a duplicate you'll earn 10 Rupees. To look at the rings you've collected, simply talk to Vasu and ask him to list them for you.

At the beginning of the game you can only carry one ring, so be very selective about which ring to carry. Eventually, you can carry more if you find a larger Ring Box. Pick the ring(s) you wish to carry from Vasu's list. After you have a ring in your inventory, equip it by selecting it in the subscreen. If the ring doesn't have an "E" on it, it isn't equipped and isn't doing you any good. Because you can only wear one ring at a time, switch them often to take full advantage of their effects.

Rings can be found just about everywhere. The best sources are Gasha Seeds and mini-games. Most contests allow you to win an unlimited number of rings, so your collection can grow quickly. Gasha Seeds offer a wider variety of rings, but they take much longer to collect. Always have your rings appraised as soon as possible. Otherwise, you may lose them to Maple, the flying witch, or you may miss a good opportunity to use one.

The following lists all the rings available in *Oracle of Seasons* and *Oracle of Ages*. Getting all of them in one game is impossible. Fortunately, you can trade rings between games with the password you collect at the end of either game. Simply talk to Vasu's pet snakes and they help you make the switch.

Rings

Number	Name	Oracle of Seasons	Oracle of Ages	Locations	Effects
1	Friendship Ring	Yes	Yes	From Vasu	—
2	Power Ring L-1	Yes	No	Inside a cave/Gasha Seed/Maple	Attack +2, Damage +2
3	Power Ring L-2	Yes	Yes	Inside a cave/Gasha Seed/Maple	Attack +2, Damage +2
4	Power Ring L-3	Yes	Yes	Second Hero's Cave	Attack +2, Damage +2
5	Armor Ring L-1	No	Yes	Random	Attack +1, Damage -1
6	Armor Ring L-2	Yes	No	Inside a cave/Gasha Seed/Maple	Attack +1, Damage -1
7	Armor Ring L-3	No	Yes	Second Hero's Cave	Attack -1, Damage -3
8	Fire Ring	Yes	No	Beat all four Gasha Seed/Maple	Invulnerable to fire
9	Blue Ring	No	Yes	Below a statue in Yoll Graveyard	Cuts the Damage in half
10	Curse Ring	Yes	No	Gasha Seed/Maple	Attack -1, Damage +1
11	Cursed Ring	Yes	Yes	Gasha Seed/Maple	Attack x 0.5, Damage x 2
12	Secret Ring	No	Yes	Gasha Seed/Maple	Increases the number of items you can hold
13	Blast Ring	Yes	No	—	Bomb Power +2
14	Long Ring L-1	Yes	No	—	Increases the number of items you can hold
15	Ages GBA Ring	No	Yes	Gameboy Advance Shop	—
16	Maple Ring	Yes	No	Gasha Seed/Maple	Reduces the number of items you can hold
17	Steadfast Ring	Yes	No	Sword & Shield Maze	Reduces kickback by half
18	Power Ring	No	Yes	Random	Increases the number of items you can hold
19	Toss Ring	Yes	Yes	Gasha Seed/Maple/Bomb Dodging mini-game (Ages)	Throw objects twice as far
20	Heart Ring L-1	Yes	No	Random	Slowly recover lost hearts
21	Heart Ring L-2	Yes	Yes	Gasha Seed/Maple	Recover lost hearts
22	Secret Ring	Yes	No	Break a Time (Ages) or a Bomb (Seasons) mini-game	Increases the number of items you can hold
23	Charge Ring	Yes	Yes	Gasha Seed/Maple	Spin Attack charges 4 times faster
24	Light Ring L-1	No	Yes	Cave in the Hyrule	Shoots a beam of light with 2 Hearts missing (must have at least L-2 Noble Sword)
25	Light Ring L-2	No	Yes	Lynna Village mini-game	Shoots a beam of light with 3 Hearts missing (must have at least L-2 Noble Sword)

Rings (cont.)

Rings

Number	Name	Oracle of Seasons	Oracle of Ages	Locations	Effects
26	Bomber's Ring	No	Yes	Coron Dance mini-game	Place two bombs at once
27	Green Lock Ring	No	Yes	Seashell Breaker mini-game (Seasons)/Major Pien House (Ages)	Cuts fire damage in half
28	Blue Lock Ring	Yes	Yes	Casha Seed/Maple/Inside a cave	Reduces beam damage by half
29	Yellow Lock Ring	No	No	After Pien	Lessens fire damage by half
30	Red Lock Ring	Yes	Yes	Casha Seed/Maple/Lynna Village mini-game (Ages)	Lessens damage from spiked floors by half
31	Green Hole Ring	No	Yes	Casha Seed/Maple/Lynna Village mini-game (Ages)	Cut damage from acid rain by half
32	Blue Holy Ring	Yes	Yes	Casha Seed/Maple/Lynna Village mini-game (Ages)	No damage from Zora's fire
33	Red Holy Ring	Yes	No	Casha Seed/Maple/Sakumori Diner mini-game/Strange Breaker mini-game (Seasons)/Diner (Ages)	No damage from spikes or rocks
34	Snowshoe Ring	No	Yes	Random	No sliding on ice
35	Rock Ring	No	Yes	Casha Seed/Maple	Crushes those that bounce
36	Quicksand Ring	Yes	Yes	Casha Seed/Maple/Inside a cave (Seasons)/Bomb Dodging mini-game (Ages)	No sinking in quicksand
37	Red Joy Ring	Yes	No	Casha Seed/Maple	Enemies drop hearts worth twice as much
38	Blue Joy Ring	Yes	Yes	After rescuing Princess Zelda	Enemies drop hearts that do twice as much healing
39	Yellow Joy Ring	No	Yes	Random	Find items that give twice as much
40	Green Joy Ring	Yes	No	Inside a cave	Find Ore Chunks worth twice as much
41	Disarming Ring	No	Yes	Inside a Dungeon	Sees soft spots in the floor
42	Rang Ring L-2	Yes	Yes	Casha Seed/Maple	Boomerang Power +2
43	Chute Ring	No	No	Casha Seed/Maple/Lynna Village mini-game (Ages)	Bounce on Octoblock
44	Moblin Ring	Yes	Yes	Casha Seed/Maple	Become a Moblin
45	Subrosian Ring	No	No	Casha Seed/Maple/Lynna Village mini-game (Ages)	Become a Moblin
46	Subrosian Ring	Yes	No	Talon's Cave	Become a Subrosian
47	Spin Van Ring	Yes	No	Casha Seed/Maple	Bounce like a van in the The Legend of Zelda game
48	Spin Ring	No	Yes	Mayor Pien (Return Linking)	Double Spin Attack
49	Heart Ring	Yes	No	Casha Seed/Maple/Lynna Village mini-game (Ages)	No damage from any bombs
50	Energy Ring	Yes	Yes	Casha Seed/Maple	Beam replaces Spin Attack
51	FWA Elixir Ring	Yes	No	Casha Seed/Maple	Drink it if you're in a fight for a while
52	Seasons CBA Ring	Yes	No	Advance Shop	—
53	Secret Ring	Yes	No	From Vasu	Prove 10,000 Rupees collected
54	Wealth Ring	Yes	Yes	From Vasu	Prove 10,000 Rupees collected
55	Money Ring	Yes	No	Return Linking	Prove 10,000 Rupees collected
56	Sign Ring	Yes	No	Sign-Loving Subrosian	Prove 10,000 Rupees collected
57	Sign Ring	Yes	No	From Vasu	Prove 10,000 Rupees collected
58	Whisp Ring	Yes	Yes	Casha Seed/Maple	No effect from jinxes
59	Carta Ring	Yes	No	Casha Seed/Maple	Give your Carta Seed
60	Peace Ring	Yes	Yes	Casha Seed/Maple	Bombs won't explode while you hold them
61	Zora Ring	Yes	No	Casha Seed/Maple	Use without breathing
62	Fist Ring	Yes	Yes	Casha Seed/Maple	Throw a punch when nothing is equipped
63	Whimsical Ring	Yes	Yes	Casha Seed/Maple	Attack 10,000 Rupees collected 10,000 Rupees collected
64	Protection Ring	Yes	Yes	Casha Seed/Maple	Only take one heart of damage for any attack

The Legend of Zelda: Oracle of Seasons Walkthrough

The power of the Triforce beckons and Link is swept away to a distant land. Found unconscious in a patch of grass, you are befriended by a band of traveling performers led by the beautiful and mysterious dancer, Din. All is well until a dark cyclone appears, laying waste to the peaceful camp and kidnapping Din, the Oracle of Seasons. Onox, the evil general bent on the destruction of Holodrum, sinks the Temple of Seasons, setting the four seasons in chaos. It's up to you to rescue Din, restore the four seasons, and defeat the evil general.

Map of Holodrum

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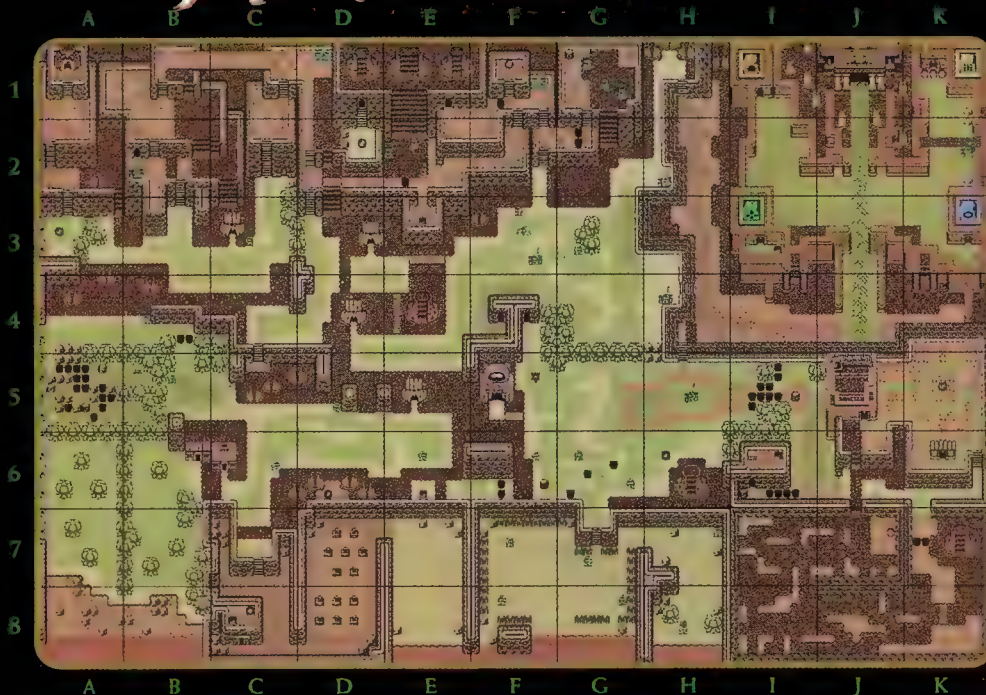
The Legend of Zelda: Oracle of Seasons Walkthrough

(1,A) ANCIENT RUINS
 (1,C) HIDDEN RUPEE MAN
 (1,D) ONOX'S CASTLE
 (1,E) SUBROSIAN PORTAL
 (2,A) GASHA SEED
 (2,B) STUMP
 (2,F) HEART PIECE
 (2,L) RING
 (2,N) STUMP, DANCING DRAGON
 DUNGEON, PYRAMID JEWEL
 (2,O) SUBROSIAN PORTAL,
 FAIRY CAVE
 (2,P) SOFT SOIL, RING
 (3,C) SOFT SOIL
 (3,E) STUMP
 (3,F) SUBROSIAN PORTAL
 (3,G) STUMP
 (3,I) HIDDEN RUPEE MAN, RING
 (3,N) HEART PIECE
 (3,O) STUMP, CHEST
 (4,B) HIDDEN FAIRY CAVE
 (4,C) STUMP
 (4,L) SOFT SOIL
 (4,P) SOFT SOIL
 (5,A) STUMP
 (5,C) STUMP
 (5,E) SOFT SOIL
 (5,J) CHEST
 (5,O) STUMP
 (5,P) GASHA SEED
 (6,D) STUMP
 (6,H) FAIRY CAVE
 (6,L) HEART PIECE
 (6,P) GALE SEED TREE

(7,A) POISON MOTH'S LAIR
 (7,G) HIDDEN RUPEE MAN
 (7,H) SCENT SEED TREE
 (7,O) GASHA SEED
 (8,A) STUMP
 (8,C) PEGASUS SEED TREE
 (8,F) SOFT SOIL
 (8,N) CHEST
 (8,O) STUMP
 (9,A) SOFT SOIL
 (9,C) RING
 (9,H) RING
 (9,J) SOFT SOIL
 (9,K) UNICORN'S CAVE
 (9,L) FAIRY POND
 (9,N) SNAKE'S REMAINS
 (9,O) STUMP, RING
 (9,P) HIDDEN RUPEE MAN
 (10,D) STUMP
 (10,F) SOFT SOIL
 (10,G) GNARLED ROOT CAVE
 (10,H) HIDDEN RUPEE MAN
 (10,I) STUMP
 (10,J) STUMP
 (10,K) SUBROSIAN PORTAL
 (10,L) STUMP
 (10,M) STUMP
 (10,O) MYSTERY SEED TREE
 (11,E) HIDDEN RUPEE MAN
 (11,G) SOFT SOIL
 (11,H) CHEST
 (11,K) HEART PIECE
 (11,M) SOFT SOIL
 (11,O) STUMP

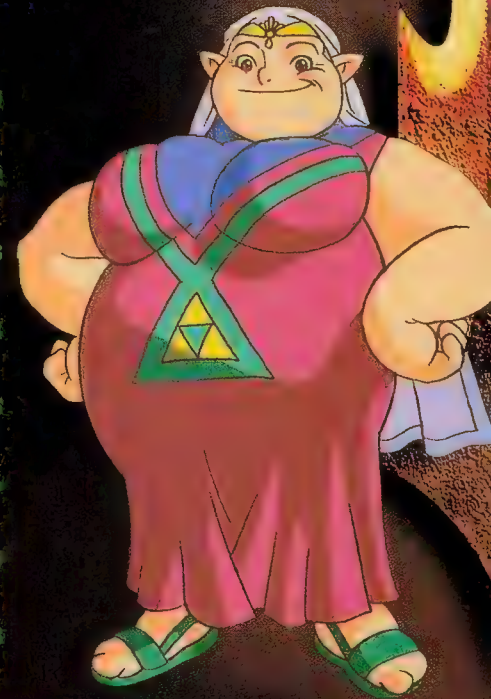
(11,P) HEART PIECE
 (12,A) SUBROSIAN PORTAL
 (12,B) HEART PIECE
 (12,D) RING
 (12,F) ROUND JEWEL
 (12,I) GASHA SEED
 (12,J) SUBROSIAN PORTAL
 (12,P) HIDDEN FAIRY CAVE
 (13,C) SQUARE JEWEL
 (13,I) SOFT SOIL, GASHA SEED
 (13,M) GASHA SEED
 (14,A) EXPLORER'S CRYPT
 (14,B) HEART PIECE
 (14,C) STUMP, HIDDEN
 RUPEE MAN
 (14,D) FAIRY CAVE
 (14,E) HERO'S CAVE
 (14,I) HEART PIECE
 (15,D) RING
 (15,K) HEART PIECE
 (15,L) STUMP
 (15,P) SOFT SOIL
 (16,A) SOFT SOIL
 (16,E) X-SHAPED JEWEL
 (16,F) CHEST
 (16,H) STUMP, SUBROSIAN PORTAL
 (16,I) EMBER SEED TREE
 (16,J) HIDDEN RUPEE MAN, CHEST
 (16,P) RING

Map of Subrosia



(1,A) SWORD & SHIELD MAZE
 (1,F) HOLODRUM PORTAL
 (1,I) TOWER OF SUMMER
 (1,J) TEMPLE OF SEASONS
 (1,K) TOWER OF AUTUMN
 (2,B) GASHA SEED
 (2,C) GASHA SEED
 (2,D) HOLODRUM PORTAL
 (3,A) HOLODRUM PORTAL

(3,I) TOWER OF SPRING
 (3,K) TOWER OF WINTER
 (5,A) RING
 (5,E) GASHA SEED
 (5,F) HEART PIECE
 (5,K) HOLODRUM PORTAL
 (6,D) HOLODRUM PORTAL
 (6,E) GASHA SEED
 (6,H) HOLODRUM PORTAL
 (8,C) HOLODRUM PORTAL



Level O: Hero's Cave and the Maku Tree

THE MAKU TREE



allow you access to the Maku Tree

Impa instructs you to find the Maku Tree in Horon Village. Head south into town and talk to the citizens. You'll soon learn that the Maku Tree is east of town, but a large wooden gate blocks your way. Legend has it that a hero with a sword will someday visit the Maku Tree. Another citizen mentions that the Hero's Cave west of town is home to a legendary sword. Perhaps the sword will



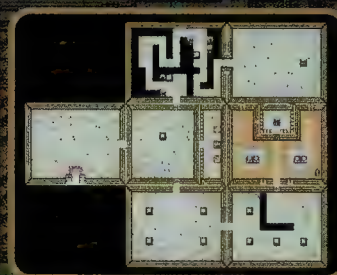
your hearts.

Head west from Horon Village to Hero's Cave (14,E), which lies on the Western Coast. Link is unarmed at this point, so avoid any enemies you encounter on your way to the cave by running past them. If you do take a few hits on your way to the Hero's Cave, stop at the Fairy Cave (14,D) to refill

Begin by heading through the door to the east. As you enter the room, all of the doors slam shut behind you. Sitting in the middle of the room is a single block. Push the block to any side and the doors reopen. Enter the door at the north end of the room.

- (12,G) IMPA'S REFUGE
- (13,F) KNOW-IT-ALL BIRDS' HUT
- (13,I) SOFT SOIL, SECRET ROOM
- (13,J) MAKU TREE
- (14,D) FAIRY CAVE
- (14,E) HERO'S CAVE
- (14,H) CLOCK SHOP
- (14,I) HEART PIECE
- (15,G) SHOP
- (15,I) VASU THE JEWELER
- (16,G) BIPIN & BLOSSOM'S HOUSE
- (16,H) STUMP, SUBROSIAN PORTAL
- (16,I) EMBER SEED TREE
- (16,J) BIOLOGIST'S HOME, SECRET ROOM, HIDDEN RUPEE MAN

HERO'S CAVE



- (2,A) ENTRANCE
- (1,C) SMALL KEY
- (2,C) WOODEN SWORD
- (3,B) HIDDEN ROOM (CONTAINS GASHA SEED)
- (2,B) 30 RUPEES



Push the blocks out of your way and carefully work your way around the path to the door in the eastern wall. If you fall into the pit below, you'll take damage, so be careful.

In the next room, step on the switch on the right side of the room and a chest falls from the ceiling. Open the chest to find a Small Key. Now head out of the western door and back through the previous room.

When you reach the room with the single block, the doors slam shut behind you again. Push the block to unlock the doors and then head through the door in the southern wall. Use the Small Key to unlock the door in the west wall of the next room, and then pass through it.

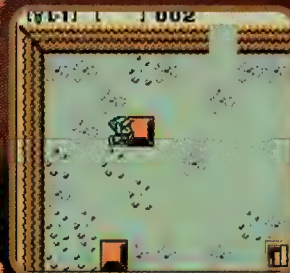


ready to teach these monsters a thing or two about respect.

Step on the switch next to the pit to unlock the door on the opposite side. Then carefully work your way around the pit and enter the door in the northern wall. This ornate room has a chest on a raised platform. Open the chest to find the Wooden Sword. You are finally armed and

The Legend of Zelda: Oracle of Seasons Walkthrough

After retrieving the Wooden Sword, you automatically warp out of the cave, appearing near the entrance. Walk around to the ledge above the entrance and use your sword to chop down the single blade of grass, then hop off the ledge and into the hole next to the entrance. You're back inside the Hero's Cave on a ledge you may have noticed earlier. Open the chest at the end to find 30 Rupees, then hop back down to the cave floor.



Rather than immediately heading for the exit, go to the room one screen south. Defeat all the Keese and then push the top left block out of the way to reveal a hidden staircase. The room below contains a Gasha Seed.

Level 1: Gnarled Root

VISIT THE MAKU TREE



Return to Horon Village after finding the Wooden Sword. Explore the east side of town and find a large wooden gate. Use your newly-acquired sword in front of the gate to open it and then pass through to find the Maku Tree asleep in a clearing. Wake the tree by popping its bubble. The Maku Tree tells you to rescue Din and collect the eight Essences of Nature to restore the four seasons. To assist you in your quest, the Maku Tree gives you the Gnarled Key, which allows you access to the next dungeon.

EXPLORING HORON VILLAGE

Before leaving town there's a lot to see and do. Your first stop should be the Shop. Use your small stash of Rupees to purchase a Wooden Shield. This gives you a bit more protection as you explore the land. Also pick up some Bombs if you can afford them. If you do acquire Bombs, look for secrets around the village. Try the Mayor's House first.

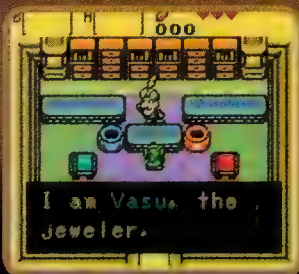


Talk to the Mayor and he gives you a Gasha Seed. Plant the seed in the patch of soft soil in front of his home. Over time the seed grows into a tree. Revisit this tree once it has matured and you can receive a special item from it. These special items are often rings, Potions, or other valuable items. Additional Gasha Seeds can be found in chests and are often given to you as gifts. Anytime you get a Gasha Seed, find a patch of soft soil to plant it in right away, but remember where you planted it so you can return later and reap the rewards.

- (9,I) TALON AND MALON'S HOUSE
- (10,G) GNARLED ROOT DUNGEON
- (10,H) HIDDEN RUPEE MAN
- (10,I) STUMP
- (11,G) SOFT SOIL



BOMB THE CRACKED WALL INSIDE THE MAYOR'S HOUSE TO FIND A SECRET ROOM CONTAINING A GASHA SEED. ANYTIME YOU SEE A CRACKED WALL OR ROCK, BLAST IT WITH A BOMB. YOU NEVER KNOW WHAT YOU MIGHT FIND.



Pay a visit to Vasu, the town's Jeweler, and he explains collecting and identifying rings. He'll also give you a Ring Box and your first ring, which he'll appraise right away. It turns out to be the Friendship Ring, which serves no purpose other than to commemorate your friendship with Vasu. Be

sure to revisit Vasu often to identify any additional rings you find.

Visit the home of Bipin and Blossom in the southeast corner of town. They've just had a baby, and would be honored if a legendary hero such as yourself would name it. You can name the baby whatever you like. Revisit this family often and help them out when you can. In return for your kindness, Bipin teaches you all he knows about trees, which comes in handy when trying to learn about the Gasha Seeds.

GNARLED ROOT DUNGEON



Head north from Horon Village to the Gnarled Root Dungeon (10,C). Use your sword to cut down any grass that stands in your way. When you reach the Gnarled Root, use the lock above it to raise the dungeon from the ground. Then enter the cave to begin the search for your first essence.



- (5,E) SMALL KEY
- (5,C) DUNGEON MAP
- (3,A) GASHA SEED
- (3,C) COMPASS
- (3,D) 10 BOMBS
- (3,E) SMALL KEY
- (1,D) MINI-BOSS: GORIYA BROS.
- (1,C) SEED SATCHEL (20 EMBER SEEDS)
- (4,B) BOSS KEY
- (4,D) WISE OLD MAN
- (3,F) BOSS: AQUAMENTUS
- (3,G) FERTILE SOIL

Head north through the first door and you are immediately trapped inside a room. Push the pillar in the northeast corner to reopen the doors and head through the door in the eastern wall. Defeat all the enemies in the room and a Small Key falls from the ceiling. Pick it up, then head west.



Use the Small Key to enter the locked door to the left. Eliminate all of the enemies in the next room and a chest containing the Dungeon Map appears. This allows you to see the entire dungeon, except for hidden rooms.

Head up through the door in the northern wall and hop in the waiting mine car. When the car stops, defeat the enemies in the room and push the lone block on the left to open the door next to it. Head through the door and push the blocks out of your way to make a path to the chest in the corner. It contains a Gasha Seed. Exit the room and go up the stairs in the corner, heading east into the next room. Open the chest to find the Compass. This shows your location in the dungeon and where you can find treasure chests you haven't already opened.

Hit the switch next to the chest to shift the tracks below. Return to the mine car and hop into it. When the car comes to a stop, head west to find the chest you passed a moment before—it contains 10 Bombs. Go back east and explore the right side of the room. Carefully dodge the traps to reach the floor switch beyond them. Step on the switch and a chest containing a Small Key appears.

Return west, stepping up on the raised platform, and look for a cracked spot in the wall. Use a Bomb to blow open the hole and head into it. Carefully work your way past the traps to the north end of the room and use the Small Key to enter the locked door.





FAKE OUT THE TRAPS BY QUICKLY STEPPING IN FRONT OF THEM AND THEN BACKING UP. DASH ACROSS THE TRAP'S PATH WHILE IT RESETS ITSELF AND YOU WON'T TAKE DAMAGE.



BOSS: AQUAMENTUS

A large dragon drops into the room as the door seals behind you. Dodge Aquamentus's shots and attempt to stay toward the top of the room.

You must attack the dragon's horn, so dropping below its head is pointless. Take whacks at the horn whenever you get the opportunity and the beast will fall after a few hits. You win a Heart Container for your troubles, increasing your life bar.

Exit the room to the right to find the Fertile Soil. This is the first of the eight Essences of Nature that you must acquire. After grabbing the essence, you are automatically transported out of the dungeon.



Mini-Boss: GORIYA BROS.

Two Moblins attack Link as he enters the next room. They toss a Boomerang back and forth between them, trying to hit Link. Dodge the Boomerang by hitting it with your sword or blocking it with your shield and then counterattack your enemies. These two aren't tough and should succumb quickly to your attacks.



Once these enemies are defeated, head through the door on the left. Avoid the traps and walk around to the west side of the diamond. Push up on the leftmost block to gain access to the stairs in the middle—they lead to a Seed Satchel containing 20 Ember Seeds. Use Ember Seeds to set things on fire:

torches, small shrubs, and even signs.

Head back up the stairs. To exit, push the block below the one you used to enter the diamond. Return to the mini-boss room and hop in the portal there to be transported to the beginning of the dungeon. Use the Ember Seeds to light the two torches on the left side of the room. Doing this opens the door between them. Defeat the enemies in the next room and a chest containing the Boss Key appears. Get the key and then head back to the right.

Defeat the enemies in the room to the south to unlock the doors. Then head east and push the northeast pillar to open the doors. Continue through the eastern door, lighting the torches on the northern wall to unlock the door between them. Head north to the next room—it contains pesky Wallmasters, so be careful. They return you to the beginning of the dungeon if they catch you. Open the chest on the left to find a ring. Make sure to have it identified later. Head east, staying toward the top of the room. Quickly check your equipment and then use the Boss Key to enter the last door and find the Gnarled Root Dungeon's boss.

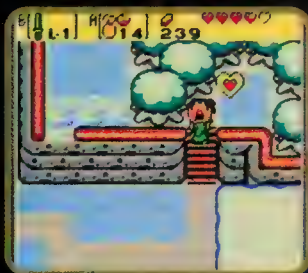


Level 2: Snake's Remains

FURTHER EXPLORING HORON VILLAGE

Head back to Horon Village to have your first new ring appraised, and to restock supplies if necessary. Now that you have the Ember Seeds, you can also search for hidden rooms. Burn the bush to the left of the bridge as you head back to town (10,H) and you find a hidden staircase. At its base is a man who gives you 100 Rupees if you promise not to tell anyone about his hiding place. You'll find this sort of hiding spot all over the world, but not everyone is happy to be discovered. Some will take Rupees from you rather than giving them. See the table on page 63 for all other hidden Rupee Man locations.

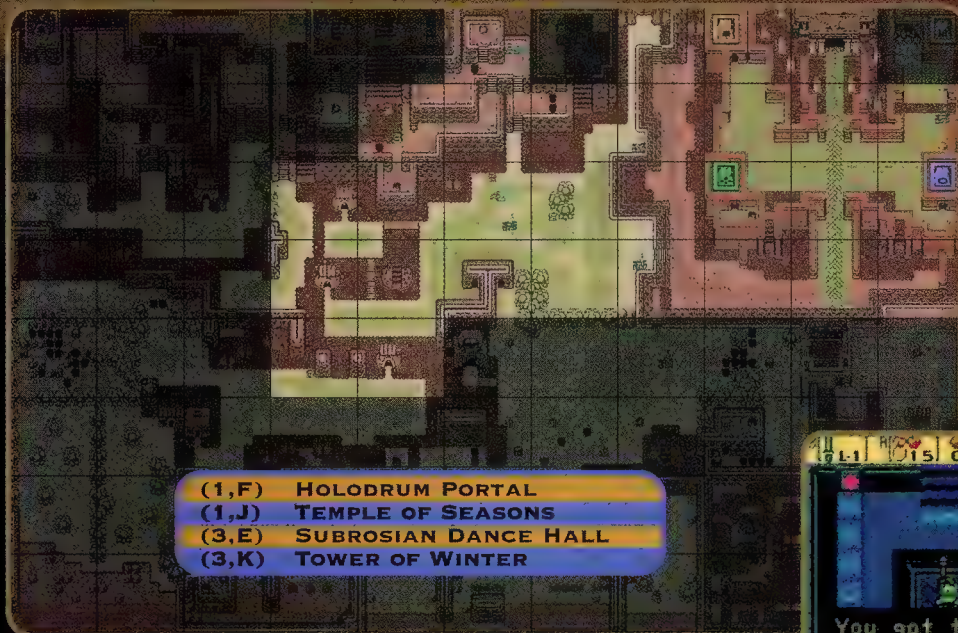
(8,N)	HIDDEN CAVE
(8,O)	STUMP
(8,P)	HOLLY'S HOUSE (SHOVEL)
(9,L)	FAIRY POND
(9,N)	SNAKE'S REMAINS
(9,O)	STUMP, CHEST (GASHA SEED)
(9,P)	HIDDEN RUPEE MAN
(10,K)	SUBROSIAN PORTAL
(10,L)	STUMP
(10,O)	MYSTERY SEED TREE
(11,M)	SOFT SOIL
(11,O)	STUMP
(11,P)	HEART PIECE



You can also get your first Heart Piece in town (14,I). Look north of the Jewelers to find a Heart Piece blocked by a small shrub. Burn the shrub with an Ember Seed to reach it. You need four Heart Pieces to earn an extra Heart Container, which in turn increases the length of your life bar.

You can also now begin the trading game. Visit the Biologist's Home (16,J) and he mentions that he needs light. Use an Ember Seed to light his torch and he gives you a Cuccodex. Visit Talon and Malon's House (9,I). Malon is taking care of Talon's Cuccos, but she doesn't know much about them. Give her the Cuccodex and she gives you a Lon Lon Egg in return. Now you need to find someone who wants a Lon Lon Egg. The trading game is long and cannot be fully explored until much later in the game, so hold on to your Lon Lon Egg for now.





- (1,F) HOLODRUM PORTAL
- (1,J) TEMPLE OF SEASONS
- (3,E) SUBROSIAN DANCE HALL
- (3,K) TOWER OF WINTER



TO READ MORE ABOUT THE TRADING GAME, SEE THE "TRADING GAME (QUEST FOR THE NOBLE SWORD)" SECTION AT THE END OF THIS WALK-THROUGH.

You must now find the Temple of Seasons. Head to the southeast corner of town (15,J) and approach the saplings on the right side of the screen. Sokra suddenly rises and gives you a quick pep talk. Once he passes out again, use Ember Seeds to burn down one of the saplings blocking your path and continue east.



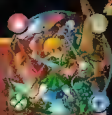
SUBROSLIA AND THE TEMPLE OF SEASONS

When you reach a clearing northeast of town (13,L) you encounter an odd-looking

stranger in a panic. Apparently, a large temple has fallen into the world of Subrosia. This must be the Temple of Seasons! Follow the stranger through the woods, but remain out of sight. If you successfully follow the stranger through three screens without being seen, they reveal a secret portal leading to Subrosia.

Caution

THE STRANGER LEAVES THE THIRD AREA AND THEN QUICKLY COMES BACK ONCE MORE. REMAIN HIDDEN UNTIL THE PERSON LEAVES THE THIRD SCREEN A SECOND TIME.



The portal takes you to the strange world of Subrosia. People all over are talking about a temple that has fallen into their world. Head down the steps and then east to find the temple. As you approach its core, you hear the four season spirits tell you to get the Rod of Seasons. To do so, enter the Temple of Seasons and stand on the raised platform before the waterfall. After you've obtained the Rod, you need to visit the four spirits.

Head back toward the portal and

look for the Subrosian Dance Hall (3,E). Enter the hall and you're asked to participate in dance practice. Agree and you enter the circle of Subrosian dancers. Watch the Subrosian in the center and mimic its moves. It makes three movements, which

you must then repeat in unison with the other dancers. If the leader looks right, press $\rightarrow$. If the leader looks left, press $\leftarrow$. When the leader strikes a pose, press $\odot$. If you successfully mimic all of the leader's movements, you win the award for being the best dancer and receive a Boomerang.



YOU CAN REPEAT THE SUBROSIAN DANCE TO EARN ADDITIONAL PRIZES OF 50 ORE CHUNKS, GASHA SEEDS, AND EVEN A STRANGE FLUTE. SEE THE "ANIMAL COMPANIONS" SIDEBAR BELOW TO LEARN MORE ABOUT THE STRANGE FLUTE.

Animal Companions

How you obtain the Strange Flute impacts which animal companion you'll meet: Dimitri, Moosh, or Ricky. If you win the Strange Flute from the contest in the Subrosian Dance Hall, you later meet Dimitri and he becomes your animal companion. Dimitri, a friendly monster, can swim past obstacles. If you buy the Strange Flute at the Shop for 150 Rupees, you later meet Moosh. He identifies the Strange Flute as Moosh's Flute and becomes your animal companion. Moosh can fly short distances to bypass obstacles. If you don't have the Strange Flute when you meet Ricky, you get Ricky's Flute and Ricky becomes your animal companion. Ricky can jump over obstacles. You'll see different maps depending on which companion you have.



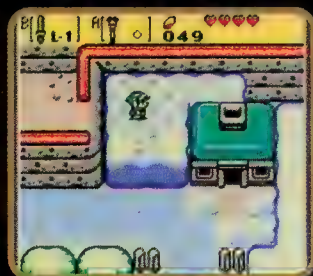


Once you have the Boomerang, head back to the Temple of Seasons and go to the Tower of Winter (3,K). Enter the tower and create a bridge by using the Boomerang to hit the switch on the opposite side of the lava stream. Head upstairs and the Spirit of Winter enchants the Rod

of Seasons with the wintry chill. You can now change the season to winter by standing on a stump and waving the rod in the air.

THE SHOVEL

Leave Subrosia again and you'll encounter Sokra. He tells you to use the Rod of Seasons right away and mentions that there must be other entrances to Subrosia. Do as Sokra suggests—hop onto the nearby stump and wave the rod in the air to change the season to winter.



Hop off of the stump and head east. The winter weather has frozen the pond, allowing you to explore farther. Head northeast to Holly's House (8,P). Her door is locked, so go west to find a stump. Change the season to winter again, then climb the stairs and go east. Changing the season

has created a snow bank that acts as a ramp to Holly's roof. Walk up the ramp and slide down Holly's chimney to find her waiting inside. She gives you the Shovel and sends you on your way. Use the Shovel to clear snow and dig for treasure.

Head south until you come to a stump (11,O). Change the season to winter once again and you can get past the trees blocking your progress to the west. Use the Shovel to reach the Mystery Seed Tree to the north (10,O), then continue toward the entrance to the next dungeon, Snake's Remains (9,N).

SNAKE'S REMAINS DUNGEON

Begin by heading west. Watch out for the traps just inside the door. Grab the five Rupees from the chest in the room and then pass through the northern door. You're locked in a room full of enemies. Defeat them all; the doors unlock and a Small Key falls from the ceiling. Grab the key and return to the dungeon's entrance.

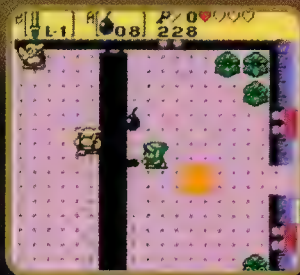


- (8,C) ENTRANCE
- (8,B) 5 RUPEES
- (7,B) SMALL KEY
- (7,D) COMPASS
- (5,B) POWER BRACELET
- (5,C) DUNGEON MAP
- (6,E) SMALL KEY
- (7,A) DEKU SCRUB
- (6,A) SMALL KEY
- (1,B) 10 RUPEES
- (2,C) MINI-BOSS: FAÇADE
- (2,F) BOSS KEY
- (4,E) OWL STONE
- (4,F) BOSS: DODONGO
- (5,F) GIFT OF TIME



Light the torches in the entryway to unlock the door in the northern wall. Head through it and then go through the eastern door. Defeat the enemies in the room and then push the middle block on the right side to the right. A chest containing a Compass appears.

After collecting the Compass, head west and then north. Use a Bomb on the wall where the block arrow is pointing. Pass through the hole to find a room full of Rupees! Go back one room and use a Small Key to open the door in the northern wall. Defeat the enemies in the next room by pushing them into the pits, then head west through the door.



Eliminate the enemies in the next room by throwing Bombs at them—your other weapons won't reach. Once both enemies are gone, a chest containing the Power Bracelet appears. The Power Bracelet allows you to move heavy objects such as pots and large mushrooms.

Head east and use the Power Bracelet to move the pots and reach the chest behind them. The chest contains a Dungeon Map. Go through the southern door and eliminate the enemies to unlock the door to the right. Pass through it and you find more enemies roaming about. Purge the room of enemies and push the far right block to the right to unlock the eastern door. Enter the next room, watching out for the huge blades coming your way. Walk around them to the chest to get a Small Key, then go through the door in the southern wall.



Use the Power Bracelet to push the huge rollers out of your way and get to the staircase in the room's southeast corner. The stairs lead outside the dungeon where you find a chest containing a Gasha Seed. Go west a few steps to find a staircase leading back down into the dungeon. In the

room below, a Deku Scrub is selling 10 Bombs for 30 Rupees. You'll need Bombs for the next room, so purchase some if you're running low.

As you enter the next room you see a chest sitting in the middle of a bunch of blocks. Quickly—and we do mean quickly—use Bombs to blow a path through the cracked blocks to the chest. If you're too slow, the chest disappears and you have to leave and try again. Once you get the Small Key from the elusive chest, head back the way you came, passing through the world map and back into the dungeon.



Make your way back past the rollers to the room above, then head east into the next room. Blast the cracked walls with Bombs and then use the stairs on the right. This takes you to a side-scrolling area full of Thwomps and Keese. Walk across the top of the first Thwomp and then make a

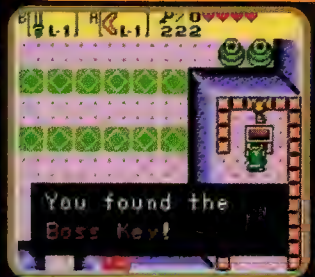
mad dash past the smaller Thwomps. Climb the ladder into the next room. Use the Power Bracelet to move the rollers and open the chest along the bottom to find 10 Rupees.

Continue east, using the Power Bracelet to clear your path, and unlock the door in the southeast corner with a Small Key. Beware! When you pass through the door you encounter the dungeon's first boss.



Mini-Boss: FAÇADE

This boss is little more than a ghostly face. It can attack by spitting fireballs, unleashing a swarm of Beetles, or trying to drop you into a pit. The fireballs are very easy to dodge, Beetles give you items when dispatched, and the pits can be outrun—just wait for the boss to disappear and then hightail it away from them. To attack the boss, chuck Bombs at its face when it appears. Attack it while it's spitting fireballs, since that's when it's onscreen the longest.



Go through the door to the east after defeating the boss and continue forward until you reach a locked block. Use a Small Key to remove the block, head through the door on the east side of the room, and then down in the next. Use the moving platforms to reach the ledge on the

right side of the room, then move north to find a chest containing the Boss Key.

Hop down from the ledge and work your way two rooms to the west. Notice the three pots on the southern wall. Move them out of your way and then use a Bomb to blow up the cracked wall. Pass through the hall to find a room with four penned Poles Voices. Toss Bombs onto the Poles Voices to destroy them, then open the eastern door. Enter the next room, step into the spinner, and head down. Use a Mystery Seed on the Owl Stone to get some advice on fighting the dungeon's boss, then cross the platforms and use the Boss Key to unlock the door to the boss's lair.



Boss: DODONGO

Dodongo's thick hide is nearly impenetrable. Watch out for its charging attacks and fireballs. These are easy to dodge—just don't find yourself in front of it when it attacks. Watch for Dodongo to open its mouth. When it does, chuck

a Bomb into its maw. The blast stuns the boss, giving you time to use the Power Bracelet to pick it up and toss it onto the spikes in the middle of the room. Toss Dodongo onto the spikes four times and it expires.

With the boss defeated, collect your Heart Container and then enter the room to the south to find the Gift of Time, your second essence. You are then teleported to the dungeon's entrance.

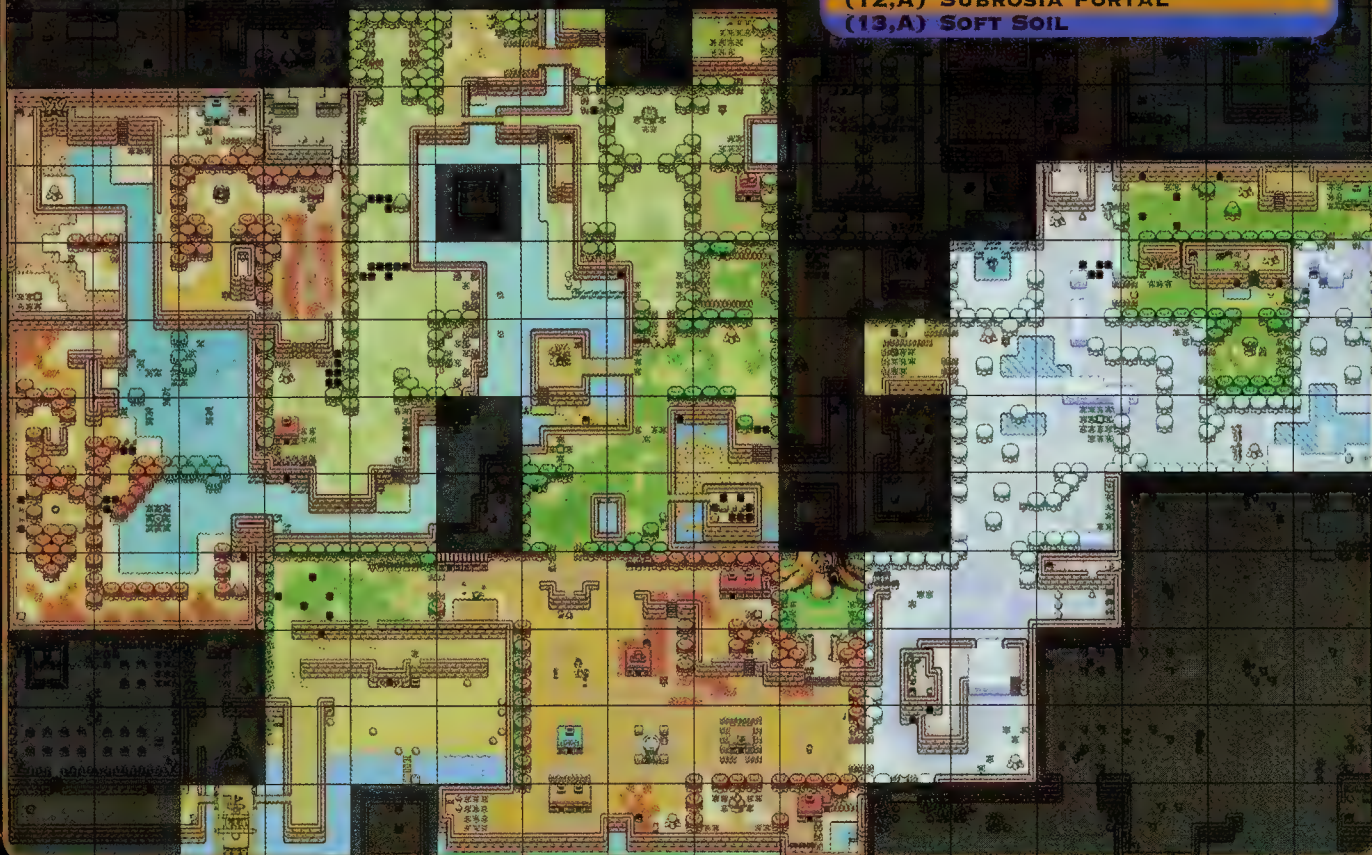
Now that you have collected two essences, the Maku Tree has grown considerably. In fact you can actually enter it. Inside is the Hall of Secrets! You can't use it yet, but it's good to know it exists. As you progress, the Maku Tree grows stronger, so come back and visit often.

H I J K L M N O P

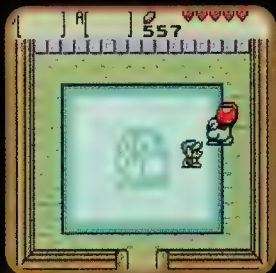
FINDING AN ANIMAL COMPANION

Head back to Horon Village and restock supplies. Also talk to everyone in town to gain more information on the next portion of your quest. When you're ready to go, head north out of town, past Impa's Refuge. Near the bridge you find a sign pointing to Spool Swamp, but large stones block the path. Use the Power Bracelet to move the stones, then continue north.

- (6,E) RICKY'S HOME
- (7,A) POISON MOTH'S LAIR
- (7,C) FLOODGATE KEEPER'S HOUSE
- (7,G) HIDDEN RUPEE MAN
- (7,H) SCENT SEED TREE
- (8,A) STUMP
- (8,C) PEGASUS SEED TREE
- (8,I) BLAINO'S GYM
- (9,A) SOFT SOIL
- (9,B) FLOODGATE LOCK
- (10,D) STUMP
- (10,F) SOFT SOIL
- (11,D) MRS. RUUL'S VILLA
- (11,E) HIDDEN RUPEE MAN
- (12,A) SUBROSIA PORTAL
- (13,A) SOFT SOIL



A B C D E F G H I J K L M N O P



Up ahead you find a Mysterious Tree bearing Scent Seeds. Be sure to collect them, then head east. A sign points to Blaino's Gym. Head south and visit Blaino, a champion boxer who's always up for a good match. Challenge him and you can win a prize. Just stay close to Blaino and punch furiously. Every punch that connects pushes him back. If you can hit him several times, you can push him right out of the ring. Just be careful—if Blaino punches you,

run around behind him so he doesn't knock you out of the ring. When you win, you get Ricky's Gloves. What are you going to do with a pair of boxing gloves?

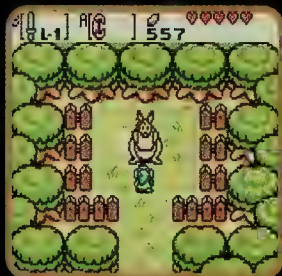


YOU CAN FIGHT BLAINO ANYTIME TO TRY TO WIN EXTRA RUPEES. IT COSTS 10 RUPEES A MATCH, BUT YOU WIN 30 RUPEES IF YOU DEFEAT HIM.

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(1,I) TOWER OF SUMMER
(5,F) SUBROSIA MARKET
(6,H) HOLODRUM PORTAL
(8,H) ROSA



Leave the gym and head west to Ricky's Home (6,E). Ricky is a boxing kangaroo. He mentions that Blaino took his gloves. As luck would have it, you happen to have Ricky's Gloves. In appreciation, Ricky agrees to help you reach Spool Swamp. Link can ride in Ricky's pouch, which allows him to hop over pits. Ricky can also attack enemies with a whirlwind punch when you hold **A**.



IF YOU DON'T HAVE THE STRANGE FLUTE IN YOUR INVENTORY PRIOR TO THIS MEETING, RICKY GIVES YOU RICKY'S FLUTE. USE THE FLUTE TO SUMMON RICKY WHEN YOU NEED HELP CROSSING PITS OR DESTROYING FAR OFF GRASS OR ENEMIES. IF YOU ALREADY HAVE THE STRANGE FLUTE, RICKY HELPS YOU WITH THIS ONE QUEST AND THEN DISAPPEARS FOR THE REMAINDER OF THE GAME.



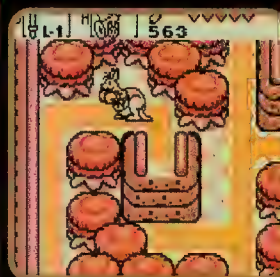
Hop south from Ricky's Home and over the pits. Continue west and then back to the north until you reach a cliff (10,D). Ricky can hop up onto the cliff, allowing you access to the Spool Swamp. At this point, Ricky leaves unless you have Ricky's Flute. Continue north, making sure to stop by the Pegasus Seed Tree, and you'll reach the Floodgate Keeper's House (7,C). Go inside and talk to the Floodgate Keeper. He says he lost the key to the Floodgate. Flip the switch near the door and the key appears. Take it and head back outside.

YOU CAN CONTINUE THE TRADING GAME HERE IF YOU WISH. IF YOU HAVE THE LON LON EGG, LOOK FOR MAPLE THE FLYING WITCH. RUN INTO HER AND SHE'LL TRADE THE LON LON EGG FOR A GHASTLY DOLL. AS YOU PROGRESS TOWARD THE SPOOL SWAMP, YOU PASS MRS. RUUL'S VILLA. SHOW HER THE GHASTLY DOLL AND SHE'LL HAPPILY TRADE AN IRON POT FOR IT.

The pool next to the Floodgate Keeper's House has dried up to reveal a staircase. Head down the

stairs and find a switch on the ground. Use a Pegasus Seed and quickly step on the switch, sprinting across the bridge before it can retract. Push the blocks out of your way to reach the stairs on the other side. Make your way around the water and then to the cave's exit. Head south to find the lock for the Floodgate (9,B). Use the key and the water level drops, allowing Link to walk along the riverbed.

Head north one screen and hop off the ledge next to the dozing Sokra. Continue south into the swamp and then head west when you can. Three possible paths now exist, depending on which flute you have and how you got it.



If you have Ricky's Flute, call Ricky and use him to jump onto the high ledge (11,A). Then head south, hopping over the pits, and back

north to find a portal to Subrosia.

If you don't have Ricky's Flute and you bought the Strange Flute (rather than winning it), head north from the high ledge to find a large creature being picked on by a pack of Moblins. Rescue the creature from the Moblins and learn that the creature's name is Moosh. He offers to help you and identifies your Strange Flute, which becomes Moosh's Flute. You can now call on Moosh to help you at any time.

Moosh can fly short distances if you rapidly tap **A**. If you hold **A**, he slams into the ground, damaging nearby enemies. He is, however, afraid of water, so he won't fly over it. Head south and back into the swamp. Use Moosh to pass over the pits in the path and to reach the Subrosian Portal (12,A).



Note

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Lastly, if you won the Strange Flute from the Subrosia Dance Hall, head south into the swamp and then east (10,C). A large creature is being picked on by Moblins. Pay the green Moblin 50 Rupees and then 30 Rupees and they'll leave. Talk to the monster and it introduces itself as Dimitri. Swim as far south as you can and then west to find the Subrosian Portal (12,A) just ahead.

Dimitri can swim in deep water and even up waterfalls. He can also eat enemies when you tap $\odot$. Use your Power Bracelet and you can pick Dimitri up and throw him at enemies.

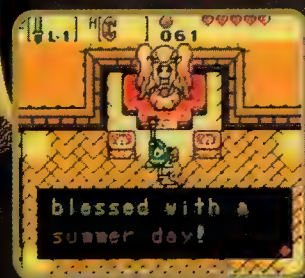
Talk to the people in Subrosia to learn that a pop star named Rosa is somewhere nearby and she has a key that unlocks any door, even those at the Temple of Seasons. Head south to the Subrosia Seaside to find Rosa (8,H). She has lost her favorite Ribbon and won't go anywhere without it.



Head to the local Shop (5,F)—the shopkeeper has a Ribbon for sale, but he wants a Star-Shaped Ore in trade. Look around to discover that you can dig for one at the Subrosia Seaside. Search the sands for the Star-Shaped Ore—the location is totally random. When you find it, trade it for the Ribbon, then go talk to Rosa.



BE SURE TO REVISIT THE SUBROSIAN SHOP RIGHT AWAY. YOU CAN PURCHASE RINGS AND A BIG BOMB BAG, WHICH COMES IN VERY HANDY. AFTER YOU BUY THE BIG BOMB BAG, RETURN TO GET GASHA SEEDS.

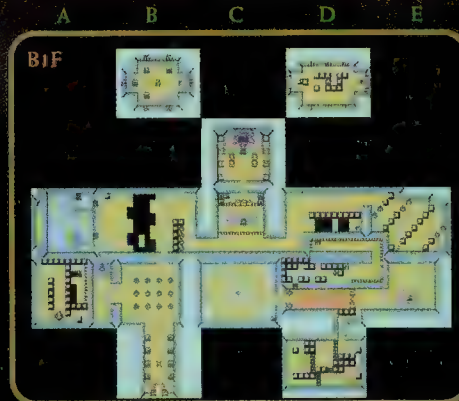


Rosa loves the Ribbon and agrees to go on a date with you. Take her around Subrosia and put her key to work on any locked door you find. Don't worry if you don't get them all right away. You can always ask her out again later. Eventually make your way to the Temple of Seasons and use Rosa's

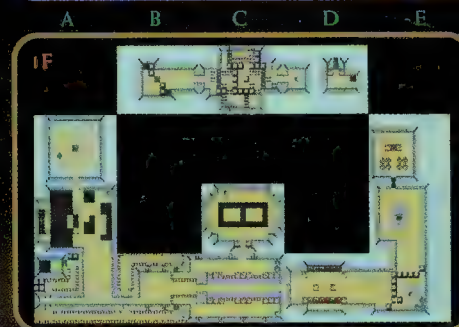
Key to unlock the Tower of Summer (1,I). Head inside and use the Power Bracelet to clear a path to the Spirit of Summer, who then enchants the Rod of Seasons with the power of a summer day. You can now change the season to summer or winter.

Leave Subrosia through the portal where you entered. Head back into the swamp and then north to the stump (8,A) near Sokra's resting spot. Hop on the stump and change the season to summer. Go one screen north and you'll find the entrance to Poison Moth's Lair (7,A).

POISON MOTH'S LAIR

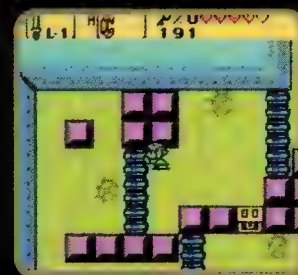


- (4,A) OWL STONE
- (5,D) SMALL KEY
- (4,D) OWL STONE
- (3,D) GASHA SEED
- (4,C) MINI-BOSS: CALAMAREYE
- (4,A) BOSS KEY
- (2,C) BRIGHT SUN



- (3,E) TEN BOMBS
- (2,E) DUNGEON MAP
- (2,A) ROC'S FEATHER
- (1,B) COMPASS
- (1,D) SMALL KEY
- (3,A) 30 RUPEES
- (3,C) BOSS: MOTHULA

Enter the dungeon and you'll face off against three Spiked Beetles. Bounce them off your shield and attack them while they're on their backs. Once all the enemies are defeated, the northern door opens. Travel through it and then to the east. Have your shield handy because more Spiked Beetles lie in wait. Keep going east until you reach a room full of Wallmasters and pots. Defeat the enemies and then push the lower-right pot onto the floor switch to keep the southern door open.



Pass through the door, head across the room to the west, then south into a room full of rollers. Push the rollers out of the way using the Power Bracelet, and open the chest in the room's center to find a Small Key. Push the top-right block out of your way and exit the room.

The Legend of Zelda: Oracle of Seasons Walkthrough

Backtrack to the staircase to the east. Head up stairs, push the rightmost block up, and then head north into the next room. Defeat both of the Mini Moldorms and a chest containing 10 Bombs falls into the room. Place a Bomb between the ornate tiles on the top wall to reveal a secret passage. Search the chest to find the Dungeon Map.

Backtrack to the stairs and this time push the blocks out of your way and head west. In the next room are two sets of six statues. Align the bottom row so that it matches the top row. To do so, push the middle red statue down, the middle gray statue down, the left red statue right, the bottom-left red statue right, the two top red statues down, the right gray statue left twice, and finally the two high gray statues down. This opens the door on the west side of the room.



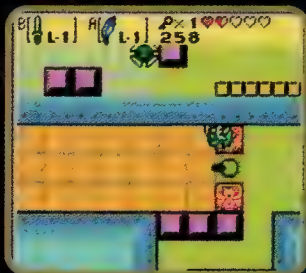
Travel to the far west room, then north one. Use a Small Key to unlock the door in the top of the room and continue up. Defeat all the Arm-Mimics in the next room while avoiding a spinning blade. Stand in the doorway, push against the east wall, and they should come to you. Inside the

chest you find a Roc's Feather. This allows you to jump over short gaps.

Return to the previous room and use your Roc's Feather to hop onto the moving platform and cross the room. Hop in the pit on the far-left side and drop to a ledge in the room below. Use the stairs to enter a side-scrolling level. Jump across the platforms to the ladder on the east side and head back up. The blue block in the corner of the next room is actually a trampoline. Jump on it and it tosses you up to another room. Push ↓ to land in the upper room, and then search the chest to get the Compass.

Hop back into the pit. Push the trampoline over the pink square at the bottom and hop on it again. You land on the opposite side of the room above. Head east and enter a room full of rollers and spikes. Equip the Power Bracelet and the Roc's Feather, then push and jump your way east across the room, using the stairs just past the doorway.

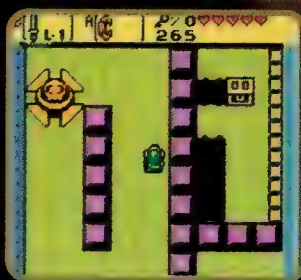
Push the trampoline over to the tan square on the right and hop on to reach the room above where you find a Small Key. Hop back down and use the stairs to the east. Cross the side-scrolling level and climb the ladder on the left. Hop onto the moving platform to cross the pit, head east, and then wrap down and around to the left until you come to a floor switch and a stretch of tan floor tiles. Hop over the switch and head up the stairs to the west. Dodge the trap while working your way across the shifting floor tiles to the right. Using the Roc's Feather to jump across the sand helps. Follow the ledge around to the right until you find a chest containing a Gasha Seed.



Mini-Boss: CALAMAREYE

Several Calamareyes poke their heads out of the floor and shoot fireballs at you. Equip your sword and the Power Bracelet. When a Calamareye pokes its head out, grab it and toss it on the floor, quickly attacking it before it can return to the water.

It's best to let the creatures stop hopping around before attacking. It takes four hits to defeat each enemy.



Work your way back around the ledge and hop down onto the tan floor tiles. Unlock the door on the left with a Small Key. Inside the next room you'll face the dungeon's first boss.

Once the Calamareyes are defeated, a staircase appears in the corner. Use it and then follow

the ledge to the far west, hopping in the pit at the end. Quickly begin to run counterclockwise around the room—a large blade is right behind you! Push the fourth block from the top into the pit and then hop across to reach the chest containing the Boss Key.

Jump back across the pit and push the block at the bottom of the same row to the right, then hop over the wall to the floor below. Head east out of the room and then north one. Jump across the moving platforms to the left to find a chest in the next room containing 30 Rupees. Backtrack and head south to the entryway, where you find the warp to the mini-boss's room. Use the stairs in the corner and then follow the ledge west to the first point where you can jump across to the opposite side. Do so and then follow the ledge to the boss's lair.



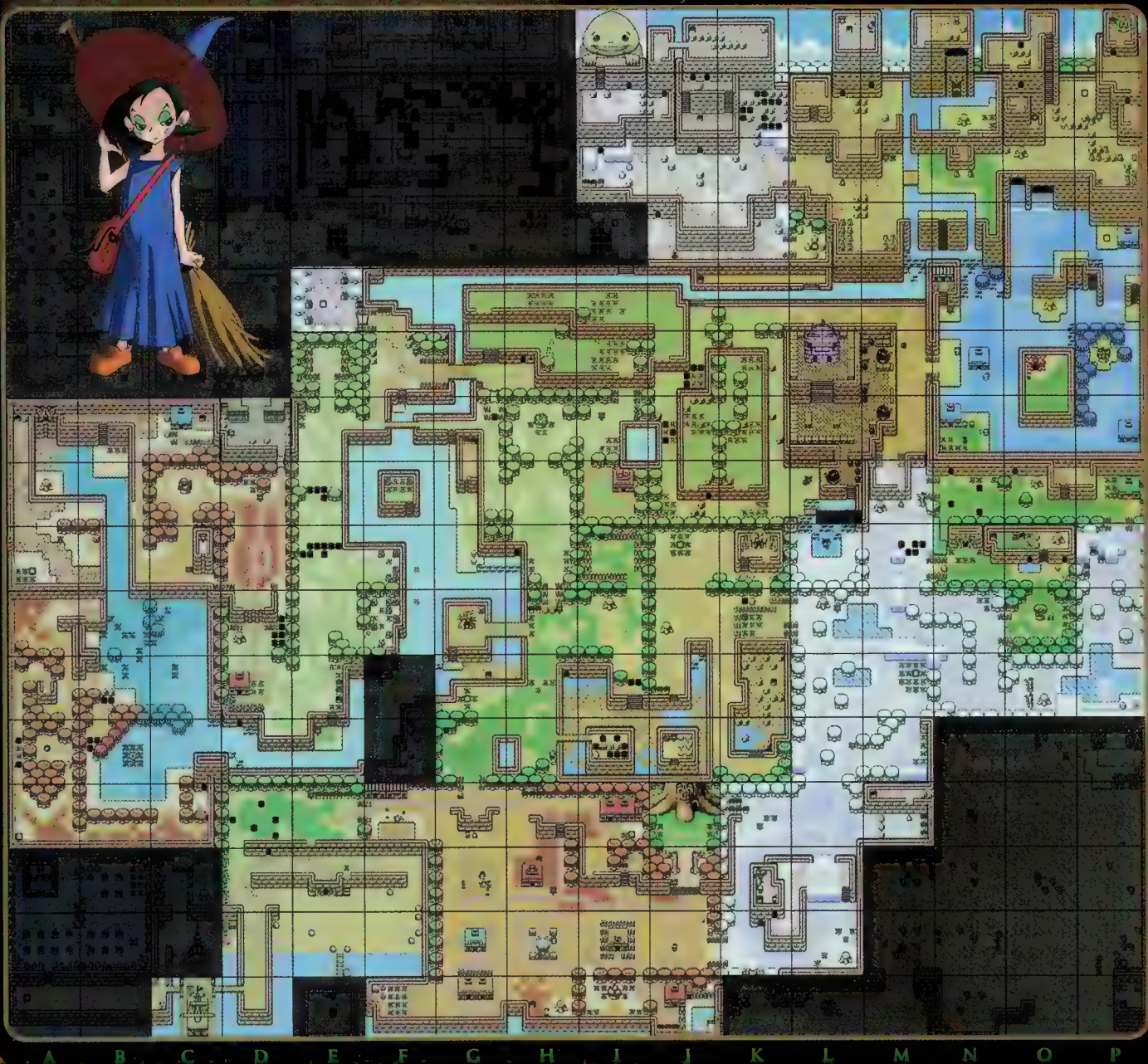
Boss: MOTHULA

Equip your Roc's Feather and sword for this battle. As the fight begins, hop to one of the two platforms in the center and immediately begin hitting Mothula. It flies around the

room and shoots small fireballs at you. Carefully jump them—if you're hit, you may be knocked into the pit below and you'll have to start the battle over from the beginning. When the boss settles in the center, it unleashes either a horde of baby moths or a ring of fireballs. Stand close and beat on Mothula and you should eliminate the babies as they appear, as well as cause a lot of damage to your opponent. This is a great time to find Heart Pieces, so keep your eyes peeled.

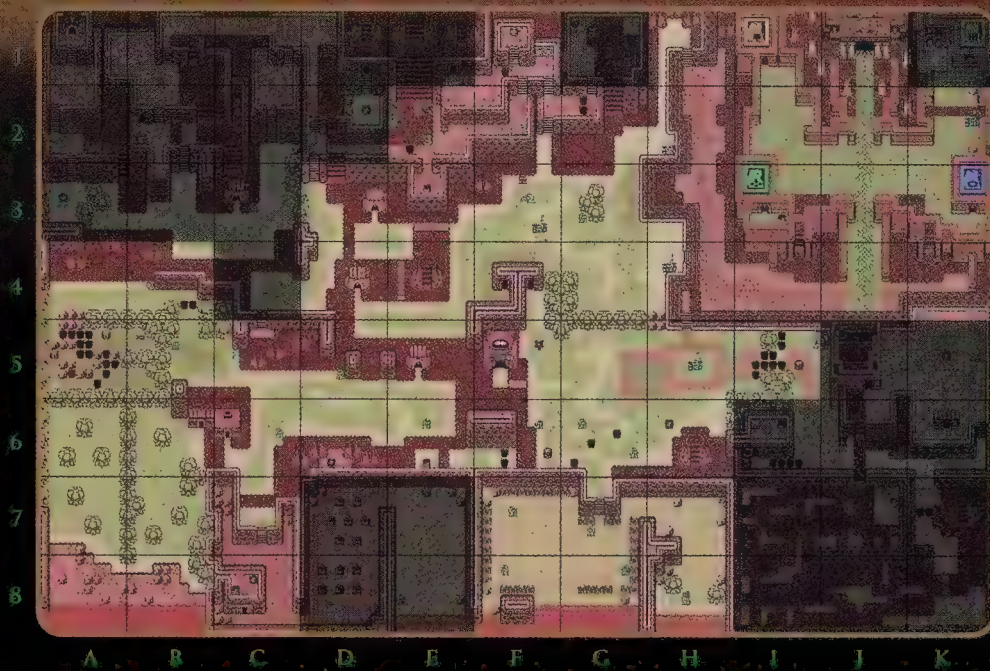
When the battle is won, collect your Heart Container and head downstairs to find the third essence, Bright Sun. You are then teleported out of the dungeon automatically.

Level 4: Dancing Dragon Dungeon



- (1,N) DANCING DRAGON DUNGEON LOCK
- (1,P) SPRING BANANA
- (2,J) L-2 RING BOX
- (2,K) DRAGON KEY
- (2,N) STUMP, DANCING DRAGON DUNGEON
- (2,O) SUBROSIAN PORTAL
- (2,P) SOFT SOIL, CAVE (RING)
- (3,I) HIDDEN RUPEE MAN
- (3,N) HEART PIECE
- (3,O) MASTER DIVER, STUMP, MASTER'S PLAQUE
- (3,P) MOOSH
- (4,L) SOFT SOIL
- (4,P) SOFT SOIL

- (5,E) SOFT SOIL
- (5,J) CAVE (50 RUPEES)
- (5,N) INGO'S HOUSE, SECRET DIVE POINT TO MT. CUCCO
- (5,O) STUMP
- (5,P) CAVE (GASHA SEED)
- (6,H) FAIRY CAVE
- (6,L) MOBLIN'S KEEP (HEART PIECE)
- (6,O) SYRUP'S POTION SHOP
- (6,P) GALE SEED TREE
- (7,O) HIDDEN CAVE TO SUNKEN FALLS
- (8,F) SOFT SOIL
- (9,J) SOFT SOIL
- (10,J) STUMP



(3,I) TOWER OF SPRING
(6,C) STRANGE BROTHER'S HOUSE
(6,D) HOLODRUM PORTAL
(6,E) CAVE (GASHA SEED/TOWER OF SPRING ENTRANCE)

Make your way past the Moblin's Keep and through Sunken City Gate (6,N). Hop into the shallow water and explore the area, making sure to collect some Gale Seeds. On your way out of the area you encounter several kids hurting an innocent sea monster. Save the monster by offering the kids all of your Bombs. The monster, Dimitri, will help you out in return.



IF YOU ALREADY MET DIMITRI IN SPOOL SWAMP, HE'LL ALREADY BE WITH YOU AND THIS EVENT WON'T OCCUR.

SUNKEN CITY AND THE MASTER DIVER

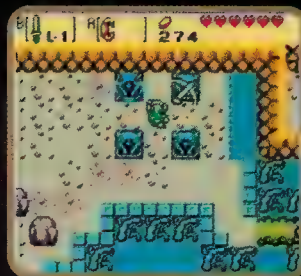
Head back to town again to have rings appraised and stock up on supplies. Visit the Maku Tree, which has grown more since your last visit. Search inside to find a Gasha Seed.



When you're ready to go, head deep into North Horon, where you find a pit before a hollow log (7,G). Hop the pit and pass through the log, then be sure to flip the switch for the bridge on the opposite side. This allows you

to move around a bit easier later on. Continue north and enter the path leading to Sunken City Gate.

The path ahead is completely different depending on which animal companion you have. If you have Ricky, you follow a long path full of weeds and Buzz Blobs. Keep your eyes open for ledges Ricky can jump onto. If you have Moosh, use his flying ability to traverse long pits while dodging hostile enemies. Dimitri must swim through the long channels of the Natzu River past the Moblin Keep. Toss him over the pits near the Moblin Keep to make it into Sunken City.



next cave. Push the four eyes close enough together that you can hit them with a single spin attack. Then hop over to the treasure chest to retrieve the Master's Plaque. Take it back to the master diver and he gives you Zora's Flippers, which allow you to swim in deep water and even dive.

You no longer need Dimitri's help to get around, but you can ride him a bit longer if you wish. Look for the master diver's secret diving spot in the reef next to Ingo's House. It takes you all the way over to Mt. Cucco.

Climb the vines near where you surface at Mt. Cucco. Head to the east and find a stump. North of the stump is a Subrosian Portal. Climb the ladder next to the cliff, then walk off the first ledge at the top and fall directly into the portal.

THE STRANGE BROTHERS AND THE TOWER OF SPRING

Hop across the lava and Link gets run over by a couple of Subrosian youths. In the collision, the Roc's Feather is tossed on the ground. The brothers collect the feather and leave Link with a worthless piece of Fool's Ore. Pursue the robbers west to their home. They run out the back of their house saying they're going to bury some treasure, probably your feather.



THE MAP ACTUALLY CHANGES DEPENDING ON YOUR ANIMAL COMPANION, SO IF YOU'RE PLAYING THE GAME A SECOND TIME AND HAVE A DIFFERENT COMPANION, YOU WON'T RECOGNIZE THE AREA AT ALL. FOR YOUR CONVENIENCE, WE HAVE INCLUDED MAPS FOR ALL OF THESE COMPANION-SPECIFIC AREAS.



Carefully follow them, staying out of sight by hiding behind trees and rocks for six screens. If you are spotted, you have to start over from the beginning, at their house. In the end, you see the brothers bury something in the ground. Dig in that spot and you find your Roc's Feather. The Fool's Ore is then automatically placed in the brothers' hiding spot.



YOU CAN REVISIT THE BROTHERS AT ANY TIME. WHEN YOU DO, YOU CAN PURSUE THEM AGAIN TO TRY TO FIND OTHER TREASURES SUCH AS GASHA SEEDS, RINGS, AND ORE CHUNKS.



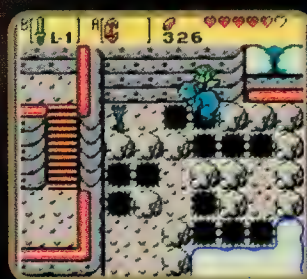
Leave the Strange Brothers' Home and head back east. You spy a staircase over a small strip of lava. Hop over and head downstairs. Jump across the platforms to the right. First, head south to find a Gasha Seed, then head north to find the Tower of Spring. Visit the Spirit of Spring inside and your Rod of Seasons is enchanted with the spring dew, allowing you to change the season to spring. Backtrack to the portal you used to get to Subrosia and head back to Holodrum.

MOOSH AND THE DRAGON KEY



Hop down from the ledge where the portal is and go east. There you find Moosh. He mentions that there are Spring Bananas on top of the mountain, but he can't reach them because rock flowers are blocking his path. Head back west and use the stump and the Rod of Seasons to change the season to spring. Head back to Moosh and chop down the rock flowers. Then head up to find a flying Cucco.

Grab the Cucco with the Power Bracelet and tap **A** wildly to make the Cucco fly. Tap fast enough and you land on the high ledge to the side. Head up and enter the cave. Hop across the platforms to the stairs in the top left corner and you find yourself at the base of the banana tree. Hit the tree and Link receives the Spring Banana. Take it back down to Moosh who's ever so thankful.

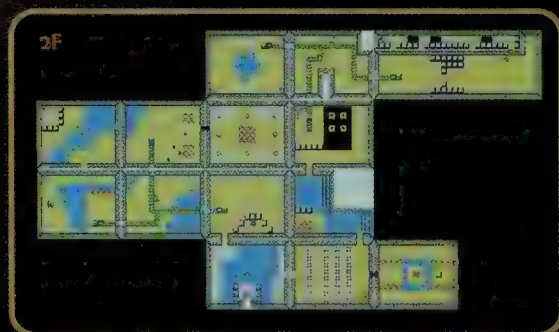


Moosh offers to give you a ride. Tap **A** to make him fly. He can cross rows of pits while hovering above the ground and attack enemies if you hold **A** (though his range is limited). Head west—when the season changes, head north and you see a key on the opposite side of some pits. Use Moosh to reach this key, which turns out to be the Dragon Key.

Return to the stump near where you found Moosh. Change the season back to spring and then head back to the west. Look for a flower at the base of a cliff. Hop on and it shoots you up to the ledge above. Head east to find a stump, and change the season to winter. Return to the west and climb up on the snow bank to enter the cave. Pass through the cave and you're high up on Mt. Cucco. Step east and you find a flying Cucco. Use the Power Bracelet to grab the Cucco and then tap **A** to reach the opposite cliff. There you find the lock for Dancing Dragon Dungeon. Use the Dragon Key and then hop off the cliff.

Go east one screen to see Dancing Dragon Dungeon. Stand on the stump and change the season to summer to grow vines that allow you to enter the dungeon.

DANCING DRAGON DUNGEON



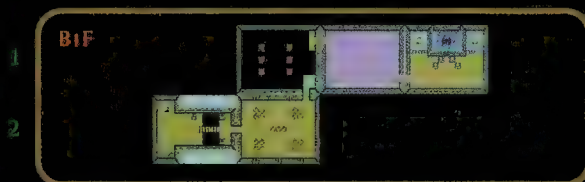
- (4,C) ENTRANCE
- (3,C) 10 BOMBS
- (2,C) SMALL KEY
- (4,S) COMPASS
- (1,C) SMALL KEY
- (1,F) OWL STONE



The Legend of Zelda: Oracle of Seasons Walkthrough



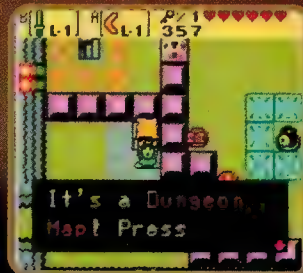
- (3,B) DUNGEON MAP
- (3,F) SMALL KEY
- (1,C) SMALL KEY, DEKU SCRUB
- (3,C) MINI-BOSS: AGAHNIM
- (3,D) WISE OLD MAN
- (6,C) SLINGSHOT
- (3,E) BOSS KEY
- (1,D) SMALL KEY



- (2,A) OWL STONE
- (1,C) BOSS: GOHMA

Progress through the northern door. Push the second closest block down to reach the chest containing 10 Bombs. Then hop in the mine car. Bomb the east wall in the room where the car stops and pass through the hole. Smash two of the pots in the center of the room (one of the side pots and the middle one), push the remaining pots onto all of the switches on the floor, then stand on the last empty switch to make a Small Key appear.

Backtrack to the mine car and hop inside. Hit the switch to the side with your sword as you approach it to adjust the tracks. Push the blue statue over the switch in the corner to unlock the door in the next room. Then head north and push the blocks out of your way to reach the staircase in the corner.



Pass through either door at the bottom of the next room. Equip your Boomerang in case you need to quickly stop an approaching enemy. Enter the room to the right to find the Dungeon Map.

Head back to the left and then use the stairs in the corner. Hop across the platforms as you head right. The second portion is tricky. Wait and watch the vanishing platforms. Once you have a feel for their pattern, carefully hop across to the other side and then go up. Light the torch with an Ember Seed, then quickly progress around the walkway. The torch goes out soon, so try to memorize the pathway so you can progress even if the lights are out. When you reach the chest, you'll find a Small Key.



Head back down the stairs and backtrack all the way to the mine cart. Hop on and hit the switch again to adjust your course so that you end up in the room before the entrance. Walk south and then swim east to unlock the door with the Small Key. Hop across the spikes and Bomb the cracks in the eastern wall. Enter the hidden room and defeat the enemies inside. Push the block on the right side in any direction to make a chest appear once the enemies are gone. The chest contains the Compass.

Head out of the room and go through the door at the top of the next one. Swim under the spiked rollers to the door in the northern wall. Dodge or defeat the enemies and hop across the gap to reach the mine car in the northwest corner. Ride the mine car and hit the switch beside the tracks as you pass it. Hop back in the mine car and it takes you to a room full of Like Likes and Water Tektites. Eliminate the enemies and a Small Key drops into the water. Dive down to pick it up and then hop back in the mine car.

Go east to find a locked block. Use a Small Key to remove it from your path and continue. Defeat the enemies in the next room to make a staircase appear. Go up and then use a combination of Pegasus Seeds and the Roc's Feather to jump the long pits on the ledge. Use the stairs at the end and then hop in the mine car in the next room. Examine the chest in the corner to receive a Small Key. There's also a Deku Scrub selling 10 Ember Seeds for 20 Rupees.

Travel south and hop across the spikes to enter the door in the southern wall. Inside the next room you face the first boss of Dancing Dragon Dungeon.



Mini-Boss: Агаһним

Agahnim is a master of illusion. It creates three images of itself, making it difficult for you to attack the real one. Use Ember Seeds to light both torches in the center of the room. Now

you can see a shadow under one of the boss images. This is the real one! If you can safely do so, take a swipe at Agahnim. Hit it before it can unleash its fireball attack. Return to the center after each hit and keep the torches lit. If they go out, you can't attack, even if you know which one is the real one. Take your time in this fight. Attack the boss once each time you light the torches. You may be able to attack it twice, but the risk is greater than the benefit. If you run out of Ember Seeds, chop down the weeds in the corners. It takes six hits to defeat Agahnim.

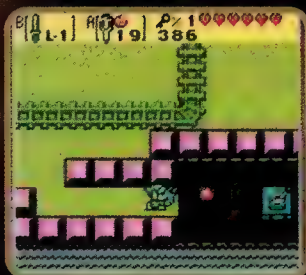
Head south after the battle and hop in the mine car. Use a Small Key to unlock the door to the west and pass through it. Use a Pegasus Seed and then push the blue statue onto the floor switch. Dash to the chest in the northeast corner as the floor collapses behind you. The chest contains the Slingshot. With it you can shoot seeds at enemies and objects.

Hop down off the wall and backtrack to the mine car. As you pass through the next room, take aim at the two switches to the right with your Slingshot to adjust the tracks. If you miss one, you can catch it on your way back through, because once the car stops, you should hop back in and let it take you to a new location.

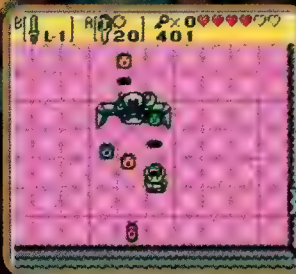
Head north and east, then use Pegasus Seeds and the Roc's Feather to reach the locked block in the northwest corner. Unlock the block with a Small Key and head north. Dive into the right "eye" of the island to find the Boss Key.

Backtrack to the mine car and ride it out of the area. Head north two screens and jump into the mine car. As you pass through the next room, use the Slingshot to shoot all of the torches with Ember Seeds. When all of them are lit, a chest appears on the southern ledge. Ride the mine car west, then head south and hop across the spikes to the ledge on the right. Follow the ledge to the chest that appeared earlier and you receive a Small Key.

Backtrack to the spike room and head south. Push down the block just to the right of the blade at the bottom of the next screen so that it blocks the blade's path. Then hit the switch to the right with the Boomerang or the Slingshot. Hop back in the mine car. At the end of the line, defeat the Wizzrobes to open the door above. Head north and unlock the block to the left with a Small Key, then walk down the stairs.



Use your Slingshot and Ember Seeds to light the torches across the pit. This extends a bridge across the gap. Continue through the next two rooms to reach the Dancing Dragon Dungeon's boss lair.



Boss: ГОММА

Gohma tries to grab you with its one large claw. Power up your sword and take spinning swipes at the claw while the Gohma's eye is closed until the claw pops off. Watch out!

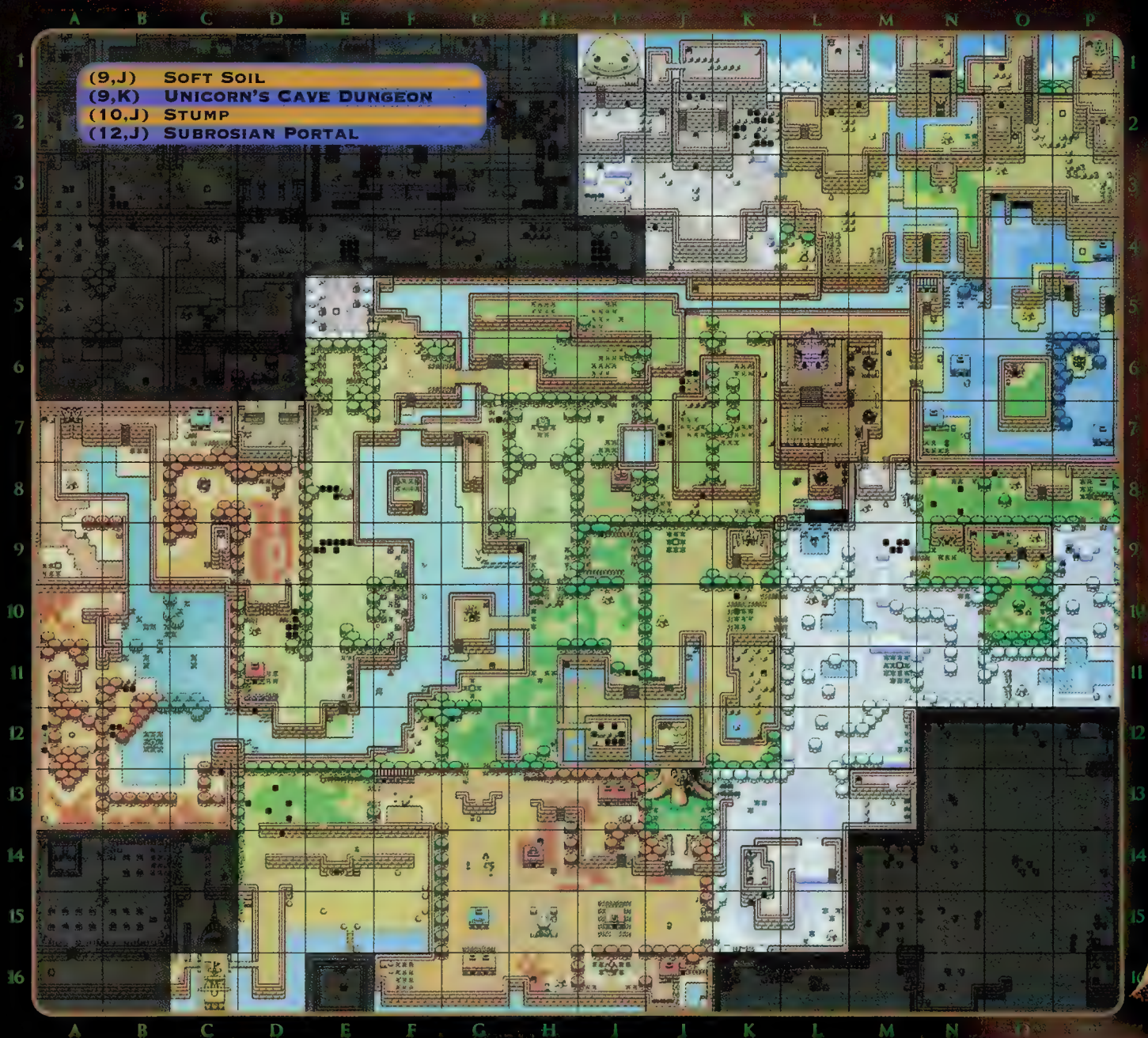
When the boss raises its claw in the air it's about to dive at you, so get out of the way. Dodge and then attack it as it backs away. Once the claw is gone, use your Slingshot and Ember, Scent, or Mystery Seeds to shoot it in the eye. The boss spits out Gohma Larva that hop all over you. Eliminate them with your sword and watch out for any hearts that may appear. If you're careful, you can actually end this fight with more energy than you started with.



Grab your Heart Container after the battle and explore the room to the east to find the Soothing Rain essence. You are warped out of the dungeon. From the entrance, hop off the cliff below the stump. You land right next to a Heart Piece that's been taunting you for a while now.

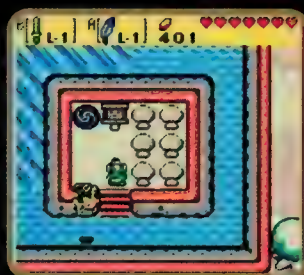


Level 5: Unicorn's Cave



BOMB FLOWERS AND THE TOWER OF AUTUMN

Make your usual trip into town and talk to the locals. Nothing particularly interesting is going on yet, but you should always visit everyone just in case. When you're ready, head north from the village so you're one screen south of Talon and Malon's House (10,I). Head south and hop over the pits. Travel across the water southeast to a Subrosian Portal that you should use right away.



You appear in Subrosia near the Great Furnace. Visit the Great Furnace and everyone inside mentions that they harvest rocks at the temple. Maybe you should go check it out.



NEAR THE GREAT FURNACE YOU MEET A SUBROSIAN WHO LOVES SIGNS. HE CAN TELL YOU HOW MANY SIGNS YOU'VE DESTROYED THROUGHOUT THE GAME. DESTROY 100 OR MORE AND HE'LL GIVE YOU A SPECIAL SURPRISE WHEN YOU VISIT HIM.

Go to the Temple of Seasons and visit with the workers outside the Tower of Autumn. They mention that they're looking for a Bomb Flower to destroy the rocks blocking the tower's door. One was spotted to the south, so maybe you can help out.

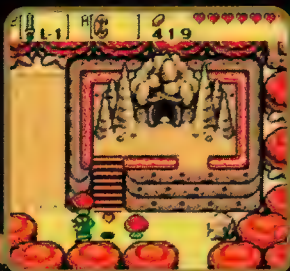


Return to the area near the Great Furnace and travel south to Lava Lake. Carefully hop across the lava on the small islands. At the end you find the Bomb Flower. Pick it up using the Power Bracelet and then revisit the Subrosians at the temple.

Give the foreman the Bomb Flower and he eliminates the rocks. Go inside and visit the Spirit of Autumn to have the Rod of Seasons enchanted with the autumn breeze. You can now change the season to fall. In the fall you can pick up mushrooms that previously blocked your path, so you have lots of new areas to explore. This is a good time to revisit areas and look for secrets you may not have been able to reach previously.



BEFORE YOU LEAVE SUBROSIA, VISIT THE SUBROSIAN SHOP. THE OWNER IS SELLING A MEMBER'S CARD FOR A MEASLY FIVE ORE CHUNKS. PICK IT UP! IT COMES IN HANDY VERY, VERY SOON.

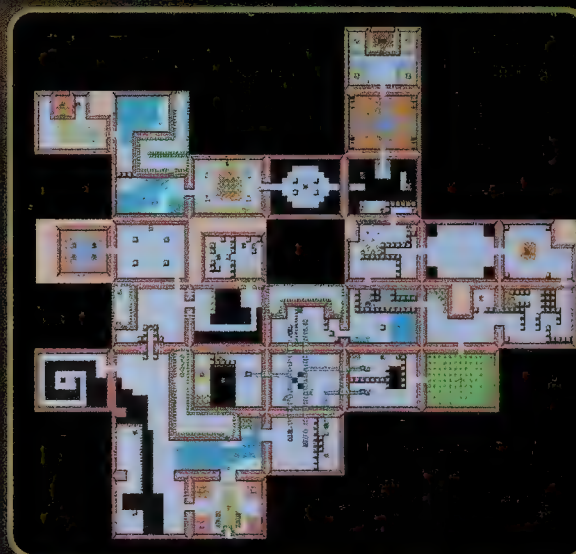


Return to Holodrum through the portal near the Great Furnace. Head up and around the island and then due north. Shortly up ahead is a stump. Change the season to fall, and then head north and east to find the entrance to Unicorn's Cave. Use the Power Bracelet to pull up the mushrooms in the path and enter the dungeon.



- (5,J) GREAT FURNACE
- (5,K) HOLODRUM PORTAL
- (6,K) SIGN-LOVING SUBROSIAN'S HOME
- (7,J) BOMB FLOWER
- (9,J) SOFT SOIL
- (9,K) UNICORN CAVE DUNGEON
- (10,J) STUMP
- (12,J) SUBROSIAN PORTAL

UNICORN'S CAVE DUNGEON



- (5,D) SMALL KEY
- (3,D) DUNGEON MAP
- (4,B) OWL STONE
- (4,A) 1 RUPEE, 10 BOMBS, 4 EMBER SEEDS, SMALL KEY
- (5,B) 100 RUPEES
- (6,A) COMPASS
- (7,B) SMALL KEY
- (6,C) SMALL KEY
- (7,D) SMALL KEY
- (6,F) MINI-BOSS: SYGER
- (3,E) BOSS KEY
- (2,E) BOSS: DIGDOGGER
- (1,E) NURTURING WARMTH

The Legend of Zelda: Oracle of Seasons Walkthrough

Immediately travel north one room and then east. Hop into the mine car to the right. As you ride forward, quickly hit the switch to the right so that the mine car goes straight. You stop in a room containing a Small Key. Grab it and then jump back into the mine car.

Hit the switch again as you pass it. When the mine car stops, get back in and it takes you east this time around. Use the stairs and head west past the Thwomps. Climb the first ladder. Go east and defeat all of the enemies in the room to make a chest containing the Dungeon Map appear.



Grab the map and head west two rooms then north one. Swim across the water and unlock the door with your Small Key. Enter the next room and open the chest in the corner to find the Magnetic Gloves. The gloves can pull or

push metal objects around a room. If the object is stationary, they pull or push you toward or away from the object.

Use the Magnetic Gloves to open the door by moving the large ball with an "N" on it on top of the floor switch. Backtrack a couple of rooms to the stairs and head south. This time use Bombs to destroy the cracked bricks at the base of the ladder. Jump in the hole and head west. Dodge the shots from the stone heads as you jump across the platforms to the ladder across the room. Go north and push the Armos Statue down three times, right twice, and up once to unlock the door.

Go through the lower door and then head west through the next. Pass through the northern door in the next room. Use the Magnetic Gloves to rob the Iron Masks of their steely masks, then defeat them with your sword. Once all of the enemies in the room are vanquished, the door in the left wall opens.



In the next room, the Armos Statues come to life when you near them. Try to awaken them one at a time and remember the order in which you defeat them. Once all four are gone, four chests appear where the Armos Statues stood. Open the chests in the same order that you defeated

the enemies. You receive (in order) 1 Rupee, 10 Bombs, 4 Ember Seeds, and a Small Key. If you mess up, you have to exit the room and reenter to try again.

Backtrack two rooms and check the chest on the left to gain 100 Rupees. Then use the Magnetic Gloves to move the ball at the bottom out of your way, then head south to the next room. Once again, use your Magnetic Gloves to assist in eliminating the enemies and the western door opens. Go through and you see a chest in the middle, but the floor is moving. Carefully walk around the path to the chest to get the Compass.

Exit the room and travel south two screens. Stand on the tan



tile and use the Magnetic Gloves to pull yourself across the pit. Then go north to find another Small Key.

Go back south, stand to the right of the pole, and use the Magnetic Gloves to push Link back across the pit. See how the Magnetic Gloves can be used to travel back and forth across otherwise impassible areas? Go east and north and then east again to return to the mine cars. Use the left mine car. It takes you to a room with a spinning pole in the center. Use the Magnetic Gloves to pull yourself to the pole and cling to it as it turns. When you're on the left side, quickly switch polarity by tapping the action button and push yourself to the left platform where you find another Small Key.

Jump back in the mine car. When it stops, hop back in again, but hit the switch alongside the track so that the car travels straight this time. Walk around the ledge to the door on the right. In the next room, defeat the enemies and then push the single block to make a metal ball fall down. Use the Magnetic Gloves to maneuver the ball over the floor switch.



Return to the mine car. Backtrack all the way through the level to where the second mine car remains (6,E). Once there, push yourself across the pit with

the Magnetic Gloves and hop on the lower mine car. It takes you to a Small Key.

Get back in the mine car. When it stops, walk east and unlock the door with a Small Key. Inside the next room, you face the first of the dungeon's bosses.



Mini-Boss: SYGER

Syger curls into a spiked ball and bounces around the room. Stay close to the walls and watch his patterns. You can almost always find a safe spot

to stand, but using Pegasus Seeds helps a great deal. Whenever the boss uncurls, quickly take a swipe at the ball on the end of its tail. This is sometimes very difficult to do, as the tail may be on the opposite side of his body. In these cases, just stay back and wait for a better opportunity. After about seven hits, the boss falls.

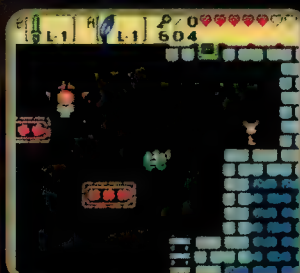


With the boss defeated, travel north and then east. Step on the floor switch to open the door in the northeast corner and pass through it. Continue east and you're trapped in a room with some very bizarre enemies. Use your Magnetic Gloves to pull the enemies toward you, otherwise

they simply run away whenever you get near. Hold on to the enemies until they're very close and then quickly swing your sword. When all four are gone, the doors unlock.

Enter the western room and use the Magnetic Gloves to pull the metal ball left one square and down to the wall. Then walk to the right of the ball and push it all the way across the room with the gloves.

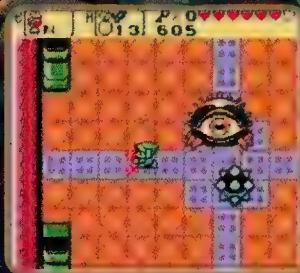
Backtrack through the previous rooms to the one with a locked block protecting a staircase. Use a Small Key to unlock the door in the left wall and pass through it. Head around and up and you find the large metal ball you just manipulated. Grab the ball with the Magnetic Gloves and hold it closely above Link as a shield against the flames. Slowly walk through the flames to the door in the top wall, unlocking the door with a Small Key and proceed.



Climb down the stairs in the corner and then use a combination of the Magnetic Gloves and the Roc's Feather to cross the following rooms. At their end you find the Boss Key.

Backtrack through the flames to the room with the locked block protecting a staircase. Remove the block with a Small Key and then use the stairs. Cross the lower rooms using the Magnetic Gloves and the Roc's Feather. If you need hearts, use the Boomerang to eliminate the Sparks clinging to the platforms. Each one produces a Fairy.

When you resurface, push or toss the pots out of your way, and then use the Magnetic Gloves to travel up over the pits. Pull yourself to the right, take two steps up and then pull yourself back left to get to the boss door. Are you ready for what waits beyond it?



Boss: DIGDOGGER

Your weapons can't damage Digdogger. You need the help of the large spiked ball in the northeast corner. Use the Magnetic Gloves to pull the ball off of its pillar. Then push

and pull the ball into Digdogger until the boss breaks apart. Meanwhile, Digdogger attempts to hop on you, so keep moving. You can damage yourself with the spiked ball, so be careful when moving it around. If you work it just right, you can stun the boss with the ball, then rock the ball back and forth over the boss until it splits apart. When the boss takes enough damage, it breaks into several miniature versions of itself. Quickly drag the ball over the mini-Digdoggers to destroy them. If you take too long, the boss reforms and you have to work on it again. After all of the mini-Digdoggers are eliminated, the battle is won.

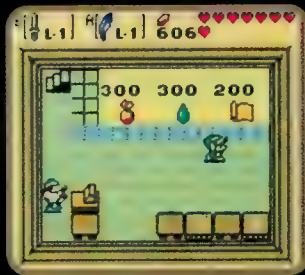
Grab your new Heart Container and head north to find the next essence, Nurturing Warmth. You are then automatically teleported out of the dungeon.

Level 6: Ancient Ruins

- (1,A) ANCIENT RUINS
- (1,C) HIDDEN RUPEE MAN
- (2,A) GASHA SEED
- (2,B) STUMP
- (2,N) PYRAMID JEWEL
- (3,C) SOFT SOIL
- (4,B) SECRET FAIRY CAVE
- (4,C) STUMP
- (5,A) STUMP
- (5,C) STUMP
- (6,D) STUMP
- (12,F) ROUND JEWEL
- (13,C) SQUARE JEWEL
- (16,E) X-SHAPED JEWEL



QUEST FOR THE FOUR JEWELS



Begin by heading to the Tarn Ruins (7,D). A gate blocks the entrance and four small holes line the sides. A sign near the gate suggests that the Horon Village Shop carries Treasure Maps, but you can't get into the back of the shop where the maps are sold without a Member's Card. If you

don't already have a Member's Card, head to Subrosia and visit the Subrosia Market. You can purchase the Member's Card there for five Ore Chunks.

When you have the Member's Card, walk behind the Horon Village Shop's counter to find a room full of valuable objects. Purchase the Treasure Map for 200 Rupees first, then buy the larger Seed Satchel and Gasha Seed if you can afford them.



Note

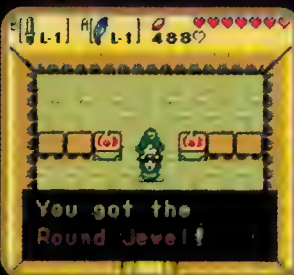
RETURN TO THE SHOP WHENEVER YOU WANT AND YOU CAN PURCHASE ANOTHER GASHA SEED FOR 500 RUPEES. AFTER YOU'VE BOUGHT THE GASHA SEEDS, YOU CAN COME BACK TO THE SHOP AND PARTAKE IN A GUESSING GAME. FOR 10 RUPEES YOU TRY TO GUESS WHICH CHEST (OUT OF TWO) HAS A TREASURE IN IT. CHOOSE CORRECTLY THREE

TIMES IN A ROW AND YOU WIN A PRIZE (USUALLY RINGS). YOU THEN HAVE TWO OPPORTUNITIES FOR A DOUBLE-OR-NOTHING BET, WHICH IMPROVES YOUR PRIZE IF YOU WIN. HOWEVER, YOU CAN TURN DOWN THE DOUBLE-OR-NOTHING BETS AND LEAVE WITH YOUR PRIZE IF YOU WISH.

BE SURE TO VISIT THE MAKU TREE AGAIN. EXPLORE THE PATHS INSIDE OF IT TO FIND ANOTHER GASHA SEED.

Now that you have the Treasure Map, check your regular map for four glimmering spots. Each of these mark the location of a jewel you need to unlock the gate to the Tarm Ruins.

ROUND JEWEL



Head to the Holodram Plant south of Ricky's Home and find a ladder leading down to the water below (11,E). Hop in the water and swim one screen to the east, where you find a cave. Enter and talk to the man inside to get the Round Jewel. This is the only jewel that can only be retrieved after you reach this point in the game. The other three

could already be in your possession if you were clever enough to find them without a map.

SQUARE JEWEL



To reach this jewel, visit the stump south of the Poison Moth's Lair (8,A). Change the season to winter, then swim south through the Spool Swamp to the spot that the map points to. Use the Shovel to dig to the cave and find a chest inside containing the Square Jewel.

PYRAMID JEWEL



Travel to Sunken City and use the master diver's shortcut to Mt. Cucco. Change the season to spring, then use the flower to the west to reach the entrance to the Dancing Dragon Dungeon (2,N). Swim in the water to the east of the dungeon's entrance and dive. You find a secret cave containing the Pyramid Jewel.

X-SHAPED JEWEL



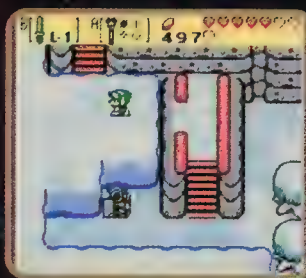
Head one screen south of Hero's Cave (15,E) where you find an unlit torch. Use your Slingshot to shoot the torch with an Ember Seed which makes a bridge appear. Cross the bridge, then drop a Mystery Seed on the giant question mark. It transforms into a Mini Moldorm. Defeat the enemy and a chest containing the

X-Shaped Jewel appears.

Return to the Tarm Ruins after you have all four jewels. Place the jewels in the four slots on the wall to open the gate.

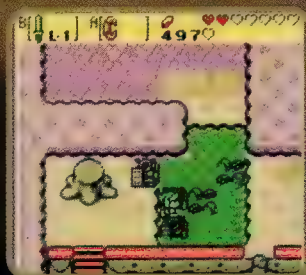
TARM RUINS AND THE LOST WOODS

Enter the ruins and hop on the stump. Change the season to summer and climb the vines that appear.



Head west and climb down the next set of vines. Push the Armos Statue and a set of stairs appears just out of reach. Climb back up the vines and return to the first stump. Change the season to winter and head west past the now leafless tree. A snow bank allows you to reach the stairs above.

Push the two lower Armos Statues to the right onto the ice, then change the season to fall. The ice melts and the statues fall into the water, creating a bridge. Walk east, across the statues, and pick the mushrooms before heading down the stairs in the corner. Use your shield to deflect the Deku Scrub's seeds. It offers you the following advice: "If you are lost in the woods, travel east, then south, west, and north, taking each step in a warmer season."



Leave the cave and wander back to the west, then north across the sunken Armos Statues. Follow the path to the Lost Woods.

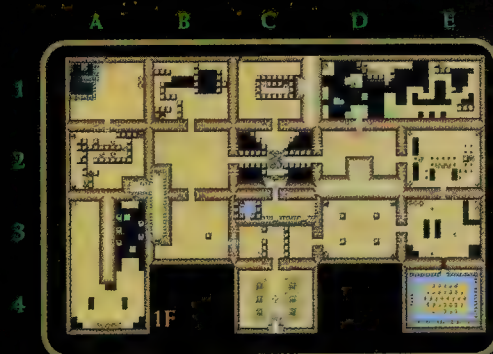
You find a stump just inside the woods. Step on it, change the season to winter, then go out the east exit. Jump on the next stump, change the season to fall, then head

south. Take your position on the stump again and change the season to spring, and then head west. Finally, change the season once more to summer and head north. You should find yourself in a field surrounded by Armos Statues if you did everything correctly. If not, start over.

Continue north while doing your best to avoid waking the statues until you come to a Gale Seed Tree. Walk east and change the season to winter. Head south and follow the path around to a huge snow bank. Walk up the snow bank and head west. Push the bottom Armos Statue to the side so you can hop off the cliff, then change the season back to spring.

Jump on the flower to spring back up to the cliff, then chop down the flowers and head west over the bridge where you find the entrance to the Ancient Ruins.

ANCIENT RUINS DUNGEON



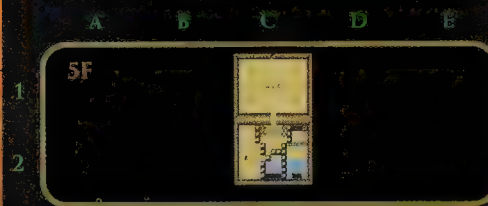
- (2,E) 5 RUPEES
- (1,B) SMALL KEY
- (2,B) DUNGEON MAP
- (1,D) COMPASS
- (2,A) 10 RUPEES



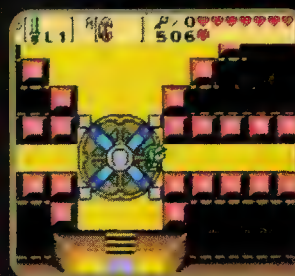
- (2,C) SMALL KEY
- (1,D) 10 BOMBS
- (2,D) 5 RUPEES
- (3,A) BOSS KEY
- (2,B) SMALL KEY



- (3,C) MAGICAL BOOMERANG
- (1,A) MINI-BOSS: VIRE



- (1,A) BOSS: MANHANDLA



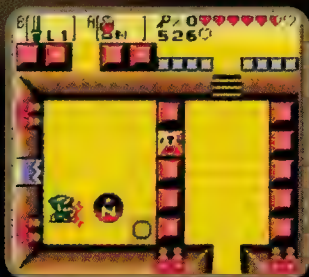
Start by going north until you reach a room with a spinner in the center. Step in and it forces you onto the eastern path. Continue east, through the next room, and enter the one beyond. Use the Roc's Feather to hop across the pits and use the southern exit. Head west and return to the

spinner room.

Step back into the spinner and it forces you west this time. Enter the next room, then immediately head north into the next. Eliminate the enemies, then use the Magnetic Gloves to drag the metal ball across the room and onto the floor switch. You have to hop over the left pit twice to get the proper angle. When the ball is in place, a Small Key drops from the ceiling.

Grab the key and head south two rooms. Climb the western ledge and follow it to the chest above to find the Dungeon Map. Climb back down the ledge and defeat all the Snake Ropes. After the enemies are vanquished, push the lone block to open the eastern door.

Head through the door and use the Small Key to remove the locked block ahead. Travel north to the spinner room and let it send you to the east again. Circle all the way back around to the room below the spinner room. Use the Magnetic Gloves to move the metal ball onto the switch. This opens the eastern door.



Pass through the door, and go north, then east to the spinner room. Step in and you finally have access to the northern path. In the room above, use the Magnetic Gloves to move the metal ball onto the floor switch. A staircase appears in the back wall.

Use the stairs to enter a room full of traps. Carefully pick your way through the traps to the southern door. Inside the next room, you discover a Small Key inside a chest.

Grab the key, return to the trap room, and proceed to the floor below. Head down, use the spinner once more, and go into the room to the west. Head south, defeat any Snake Ropes that may have reappeared, then push the lone block to the side to reopen the door and go right. Walk up to the spinner and use it. Make the same loop again and the spinner then pushes you to the east. Now you can use your Small Key to open the door in the room that lies east of the spinner.

Use the tiny platforms to reach the chest in the top left corner, which contains the Compass. Cross the room to the platform in the lower right corner, which lets you reach the next room.

Walk to the switch at the top. Use a Pegasus Seed and run like crazy to the west, pressing north toward a staircase in the northeast corner of the previous room. Climb the stairs and collect 10 Bombs from the chest. Use one of the Bombs to destroy the cracked spot in the southern wall. Take the 5 Rupees from the chest, then make your way to the door in the west wall and enter into the next room. Hop over the pit, push the trampoline over the purple square, then jump on it to be thrown to the next floor.

Enter the southern door. Dodge the enemy knight and head east to find the Magical Boomerang sitting on a raised platform. After you grab it, all of the Armos Statues in the room come to life. Use your new toy to defeat all of the enemies. If

you really want to get used to it, stand in the northern



corner of the room and try to hit the Armos Statues in the center. Toss the Magical Boomerang and hold down the action button. You can guide its flight while holding the button, allowing you to wrap it around corners.

When your enemies are gone, backtrack one room and hop into the hole in the corner. This takes you near the entrance of the dungeon. Head through the western door, climb up the ledge on the west wall, and follow it to its end. Grab the 10 Rupees from the chest in the next room, then prepare for some serious trap dodging. Equip the Power Bracelet and the Roc's Feather. Hop over the traps while clearing the path of obstacles to reach the switch in the southwest corner. Hit the switch to open the door at the top and exit.



Stand at the edge of the pit and use your Magical Boomerang to hit the crystal switch, which opens a staircase at the top of the room. Climb the stairs and head down one room. Use your Magical Boomerang again to hit the moving crystal switch to the

west. This opens the southern door.

Leap into the pit in the next room. Head south and around the bend, then north. Ride the moving platforms and use your Slingshot to shoot all five torches with Ember Seeds. A staircase opens in the northern wall. Head north, then east. You see a shiny red Rupee just ahead. Hold on a second! Before you grab the Rupee, equip the Roc's Feather and Pegasus Seeds. When you grab the jewel the room starts to collapse. Use a Pegasus Seed and dash through the traps to the end.

Your prize for surviving is the Boss Key. Return to the booby-trapped room to find a staircase. Walk upstairs and defeat all of the Sword Stalfos. After they're wiped out, push the northwestern block to open the northern door. Go through the door and hop into the pit in the next room. Follow the ledge around to a chest containing a Small Key.

After getting the key, walk back around the ledge and hop on the trampoline to return to the floor above. Use the Small Key on the door in the northern wall. Inside the next room you face the dungeon's first boss.





Mini-Boss: VIRE

Vire is a winged demon that shoots flame bolts at you. Stay in the center of the room. As Vire's shots approach, hit them with your sword to destroy them. Also,

hit him with your sword whenever he swoops near. Use Pegasus Seeds to react faster. After you hit him about nine times, he splits in two. These smaller versions are hard to hit. Wait for them to swoop down at you, then stick your sword out in front of you and let them dive into your blade. After they're both gone, Vire expires.

Leave the room and continue pushing forward through the traps. Don't hesitate! In the next room, hop over the rolling spikes to the east side of the room. Step on the switch in the corner and head through the door below. You find two switches in the next room: One opens a staircase and the other drops several Snake Ropes from the ceiling. The switches are reassigned randomly every time you press one.

Climb the stairs and head north to the next room. Use the Magnetic Gloves to smash the Hardhat Beetles and the door to the west opens. Pass through the door and hit the three crystal switches with the Magical Boomerang. All three must be red for the next door to unlock.

The next room contains a trampoline. Push it down twice and then right four times, then hop on it to reach the room above.

North of your landing point lies a crystal switch. Nail it with the Magical Boomerang and hop back in the pit to return to the floor below. A staircase has appeared on the west side of the lower room. Use it to reach the door to the boss by pushing the block directly to your right.



Boss: MANHANDLA

Manhandla has four flowers that shoot out a nearly constant stream of fireballs. Equip your Magical Boomerang and Pegasus Seeds. Use the Pegasus Seeds to boost your

speed and make it easier to dodge flower fire. Stay at the sides of the room and toss the Magical Boomerang at each of Manhandla's flowers to destroy them. They only take damage when they're open, and each one can sustain several hits. Curve the Magical Boomerang around the boss and draw it back, so that it passes through the middle of the boss's body on the return flight. This tactic allows you to hit several flowers simultaneously and speeds up the battle considerably.



When all four flowers are destroyed, Manhandla begins spinning around the room in a figure-eight pattern. Hit it with the Magical Boomerang and it stops in the center of the room. Repeatedly bounce the Magical Boomerang off its body until you see Manhandla's crystal-like core. Quickly hit the core with your sword and the battle is won.

Grab your Heart Container and use the northern stairs to find the next essence, the Blowing Wind, waiting outside. You are then teleported back to the cave's entrance.

Level 7: Explorer's Crypt



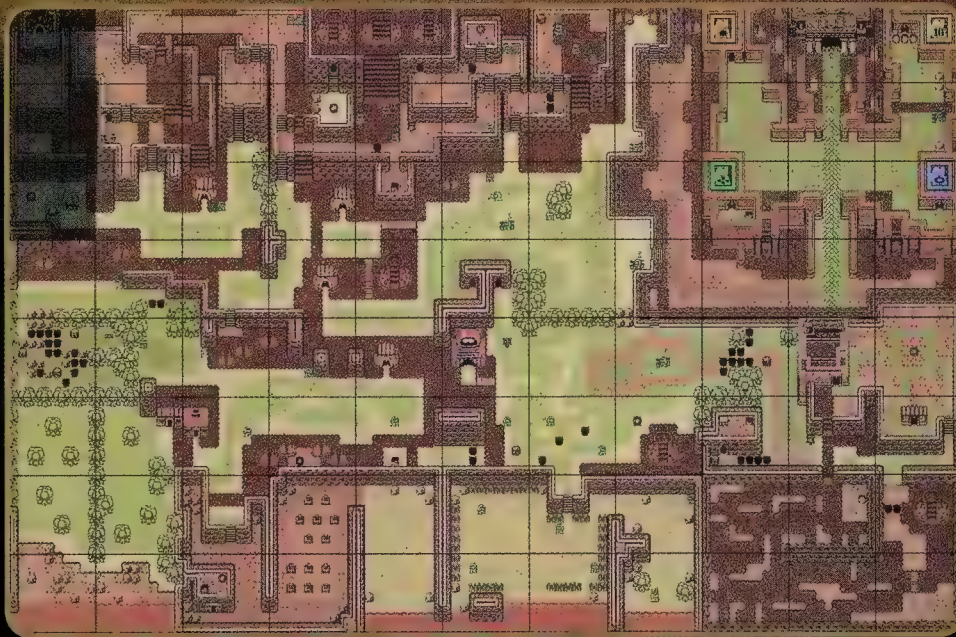
- (12,P) HIDDEN FAIRY CAVE,
PIRATE'S SKULL
- (14,A) EXPLORER'S CRYPT
- (14,B) HEART PIECE
- (14,C) STUMP, HIDDEN RUPEE MAN,
CHEST (10 BOMBS)
- (15,O) PIRATE SHIP
- (15,P) SOFT SOIL
- (16,A) SOFT SOIL
- (16,P) CHEST (RING, FROM QUICK
SAND PIT AT 16,N)

THE CEMETERY



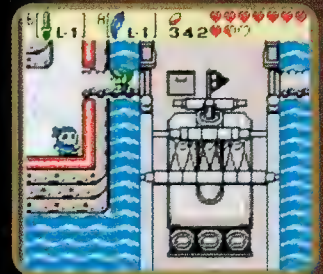
Now you must find a way to reach the cemetery to the west. The bridge on the Western Coast is broken in two. Perhaps you can find a way through Subrosia. Head to Mt. Cucco and use the Subrosian Portal southeast of the Dancing Dragon Dungeon. Upon your arrival, head southwest to discover the House of Pirates.

The Legend of Zelda: Oracle of Seasons Walkthrough



- (1,D) LAVA PIT
- (2,B) CAVE (GASHA SEED)
- (2,C) LOCKED CAVE (GASHA SEED)
- (2,D) HOLODRUM PORTAL
- (3,C) SUBROSIAN CHEF'S KITCHEN
- (8,E) PIRATE SHIP

When you get the Rusty Bell, return to Subrosia and talk to the Captain. He won't take the bell in its current condition. Take the Rusty Bell to the Subrosian Smithy for repairs. When asked what you want to do, choose "Do it" and you receive the Pirate's Bell in place of your Rusty Bell.



Enter the house and speak with the Captain, who asks you to locate his bell. Other crewmembers mention that their ship is stuck near the graveyard. Maybe if you can reach their ship, you can reach the cemetery. Head upstairs and one of the pirates discloses a combination using the cabinets in the back of the room. Pay close attention to the pattern. When you're ready to go, head to the room and use the Holodrum Portal. You end up in Horon Village. Simply hit the switch to get out.

Travel to the Eastern Coast. You discover the missing crewman sent out by the Captain standing by a gate on the beach. Talk to him and he leaves. Now use the code from the House of Pirates on the gate. Press the third block twice, the second block once, the first block twice, and the fourth block three times to make the gate sink.

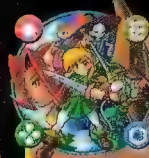
Enter the Samsa Desert. This is a hazardous area with dangerous quicksand and a never-ending stream of Leever's popping out everywhere. Make your way across the desert until you find the sunken pirate ship. Talk to the ghost inside and he asks you to find his head.



Leave the ship and travel to the desert's northeast corner to find the missing head. Pick it up with your Power Bracelet, then explore the desert. The bell is hidden beneath the sands. When you find the right pool of quicksand, the head begins to clatter. Hop in the quicksand, which drops you right into an underground cave containing the Rusty Bell. The bell is placed under a random pool of quicksand. Even if you find the correct one, if you drop the head, the game randomly reassigns the bell to another pool of quicksand.

Take the Pirate's Bell back to the Captain. He's thrilled and decides to set sail immediately. You bum a ride and end up at the Western Coast. Now you can reach the cemetery.

Head north from the ship and into a house. Use a Bomb to destroy the cracks in the right wall to reach the stump outside. Change the season to summer, return to the ship, then head west. You find vines growing on the wall. Climb them to reach the cemetery. The entrance to the next dungeon is in the back.



Note

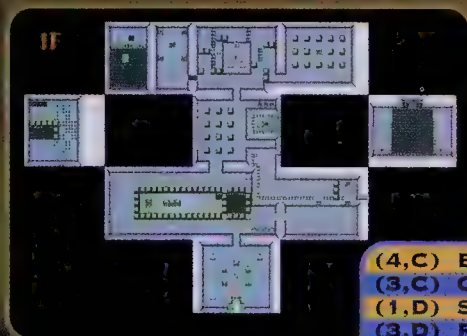
HOLD ON A MINUTE! HAVE YOU BEEN LOOKING FOR SECRETS? HAVE YOU UPGRADED YOUR EQUIPMENT? HOW MANY HEART CONTAINERS DO YOU HAVE? DO YOU REALIZE THAT YOU COULD HAVE AN IRON SHIELD AND A NOBLE SWORD RIGHT NOW? DON'T MISS OUT ON THESE GREAT ITEMS. CHECK OUT THE

END OF THIS WALK-THROUGH TO LEARN ALL ABOUT FINDING HEART PIECES, THE IRON SHIELD, THE NOBLE SWORD, AND MUCH MORE.

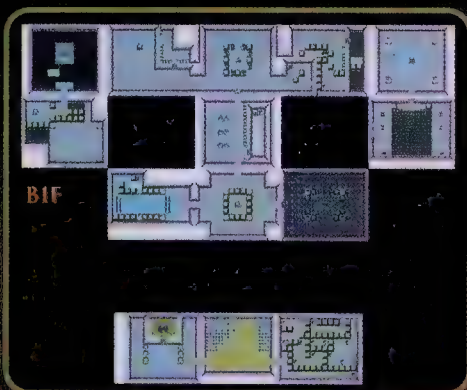


EXPLORER'S CRYPT

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- (4,C) ENTRANCE
- (3,C) OWL STONE
- (1,D) SMALL KEY
- (3,D) RING
- (1,B) COMPASS
- (3,B) DUNGEON MAP
- (2,E) OWL STONE



- (1,B) SMALL KEY
- (1,A) ROC'S CAPE
- (1,D) SMALL KEY
- (1,E) BOSS KEY
- (5,C) BOSS: GLEEOK
- (5,B) SEED OF LIFE



- (1,B) SMALL KEY
- (5,C) MINI-BOSS: AMY AND MARGARET
- (5,D) 1 RUPEE
- (3,D) SMALL KEY

Head north and follow the path west until you reach a dark room. The room beyond the dark room is cursed. As you enter the cursed room, a mysterious voice tells you to exit the room before the lights go out, or you'll be sent back to the beginning of the dungeon. Don't waste time. Enter the room and immediately exit through the passage in the southeast corner.

Defeat all of the Wizzrobes in the next room. A chest containing a Small Key appears in the center of the room. Take it and backtrack through the cursed room all the way to the room before the entrance. Use the Small Key to unlock the eastern door and continue right.



Defeat the enemies in the room and a chest appears in the northeast corner. Grab the ring from the chest and head west using the ledge at the top. At the end of the ledge, you find yourself directly across from two unlit torches. Use the Slingshot to shoot both of them with Ember Seeds and a

ghost appears. Hop down to the floor to give yourself plenty of room to battle. When the ghost lunges at you, simply sidestep his attack and swing at him as he passes (like a bullfighter). After the ghost is defeated, the curse is lifted.

Head north. This time inspect the western wall for cracks. Bomb the wall and enter the next room to find the Compass. Return to the previous room and use the Power Bracelet to push the rollers on the right out of the way so you can reach the stairs.

Enter the room to the west. Walk onto the ledge and stomp on the floor switch to make a trampoline appear. Push the trampoline two spaces below the blue tile and leap onto it. Angle to the left during your jump and you land on a switch. This causes a Small Key to drop through the hole above. Hop back down to the floor below to get the key.

Return to the previous room. The switch near the stairs controls the southern door. You need something to hold it down, though. Walk around the Armos Statues; all but one has come to life. Defeat the moving ones with your Magical Boomerang and push the remaining one onto the switch. Enter the door and use the stairs in the next room. This places you in a room with a fast-moving platform. Equip your Magnetic Gloves and step on the platform. When it reaches the end, quickly use the gloves to propel yourself to the door in the northwest corner.



Enter the door and continue forward. The bridge in the center begins ripping apart and hurling itself at you. Destroy pieces with your sword, but get across quickly and go left. You enter a room full of Armos Statues. Align the statues onto the green tiles using the four buttons, which can only be

The Legend of Zelda: Oracle of Seasons Walkthrough

pressed once. Use the lower of the two side buttons, the left-hand bottom button, the uppermost side button, and finally the bottom right-hand button. A Small Key drops onto the blue square when you complete the puzzle.

Take the key and backtrack through the two previous rooms to the floor above. Head through the southern door using a Small Key. In the center of the next room is a trampoline. Push the blocks on the left out of your way, then push the trampoline three spaces right and one space up before jumping on it. Head west to discover a chest containing the Dungeon Map.



Hop back down the hole and use the Small Key to pass through the locked door to the east. Inside are four unlit torches. Light all four so that they're all burning at the same time. Use a Pegasus Seed, then quickly switch over to Ember Seeds and scurry around the room lighting the torches.

When all four are lit, a second ghost appears and attacks. Charge your power swing. When the ghost charges, let it have it. It takes about four swings to end the battle. Now the curse is lifted from the room to the left.

Exit and continue due west to a room with large spiked rollers and water. Swim under the rollers to the northern stairs. Go west and pull the two Soldiers on the opposite side of the room into the central pit using the Magnetic Gloves. Cross the bridge that forms and head north. Strike the crystal switch, then head south across the bridge and north to the other side.

After you hit the switch, the poles inside the room begin spinning. Use the Magnetic Gloves to pull yourself toward the first pole, then use some midair acrobatics with the Magnetic Gloves to fly from pole to pole to reach the trampolines in the west. Hop on the blue trampoline first. Defeat the two Stalfos above to make a trampoline appear to the west, then jump back down in the hole. Jump on the pink trampoline and you're flung up two floors. Make your way through the spikes and drop into the northern hole.



Enter the room to the north. Use your Magical Boomerang to clear the area of Keese. Hop on the moving platform, then over to the chest in the center. There you receive a Roc's Cape, which takes the place of your Roc's Feather. Now you can perform a jump and glide maneuver by leaping into air

and holding the action button.

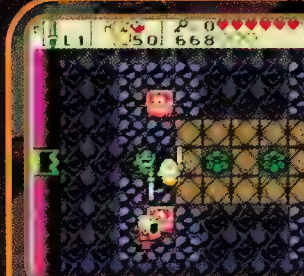
Head out of the room and jump into either one of the pits. Continue south and then east and go back up the stairs. Swim under the rollers, then go west, then north. Use the stairs in the northwest corner. Pass through the next room and into the one beyond. Cross the bridge and go east. Use the Roc's Cape to leap across the long pits and reach the door below.

The room beyond contains more of the strange magnetic enemies. Defeat them all (you don't have to use the Magnetic Gloves this time) and a trampoline appears. Push the trampoline to the water's edge and jump on it. Angle your jump so that you land on the moving platform. Hop off to the west. Use the Magnetic Gloves to move the steel ball down to the floor on the left. Then push it onto the switch below. A chest containing a Small Key appears.



Grab the key and go west. Move the Amos Statue onto the switch to reopen the southern door and head south two rooms, then west. Swim under the rollers again and use the stairs in the corner. Unlock the block next to the stairs. Wait for all of the hurling floor tiles to dissipate, then leap across the remaining tiles to the southwest corner and go south.

Continue south and around to the lowered area with two Mini Moldorms. Hop down and head straight to the stable floor tiles at the bottom. Eliminate the enemies to open the door to the next room. Now make a daring leap across the room. Use a Pegasus Seed and jump with Roc's Cape to the platform on the opposite side of the pit. Step on the switch and hop back, then head through the door to the west.



Mini-Boss: AMY AND MARGARET

Your ghastly friends are back for revenge. The sister ghosts attack in tandem. Worry less about their attacks and more about the torches in the center.

Hold your position between two torches and equip Ember Seeds. Keep those two torches lit no matter what! If all of the torches go out, you get zapped back to the dungeon's entrance and it's a long walk back. Keep the ghosts from blowing out the torches by hitting them as they draw breath. If a torch goes out, immediately light it again and always be ready for a double attack where each ghost goes for a different torch at the same time.



With the ghosts gone, continue to the east. Make your way through the maze of stairs. If you want, go get the chest on the bottom floor, which contains a single Rupee. Your goal is to reach the northeastern corner on the bottom floor. When you do, head north and use the Magnetic Gloves to pull yourself through the moving pillars to the ledge to the west. Head out the top of the screen and defeat all of the enemies in the next room. Your efforts are rewarded with a Small Key.

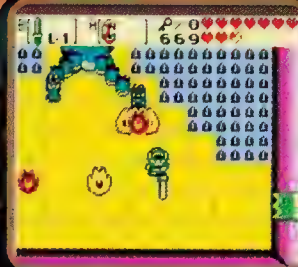
Go back down across the moving platform and to the east. Then go north and use the Small Key to enter the room to the east. Go north and around. Three switches lie ahead. The number of statues next to each switch represents the order in which they are to be pressed. Hit the one farthest off by first using a Pegasus Seed, then a long floating jump. Wait for the seed's effect to wear off, then make a floating jump to the top switch. Next, make a small hop to the middle, which creates a second ledge on the right.



Now head north on the right over the gap and press the switch at the end. A trampoline appears. Jump on the trampoline and you're thrown way, way up into the air. At the peak of your jump, land on the moving platform. Jump to the left and go down the stairs. There are two crystal

switches. Hit both switches once, and then go back up stairs and leap to the other side. The scene here is pretty much the same. Change both switches so they are red and the door opens. Jump over to the door and head north. Defeat all the Stalfos in the room and find the Boss Key.

Head out of the room and leap into the pit. Backtrack to the stair maze. This time you need to get to the southeastern corner of the lower floor, so you can reach the boss room to the west.



BOSS: GLEEK

You must now face the two-headed dragon, Gleek, which has three attacks. The first one shoots out fireballs in three directions. Stay to the sides to avoid this attack, or stand between the shots. The next attack surrounds you with

flames. Stay in the middle and wait for the flames to die. This is actually the worst attack, because getting caught in a flame can bounce you around quite a bit. The last attack is used only when you are close to Gleek's body. It's a bursting fireball that sprays in all directions, but travels only a short distance.

Wait for Gleek to fire, then move in and hit one of the heads with a spin attack. You can use normal sword hits, but it takes 14 hits on each head that way. Using spin attacks does the job in 7 hits per head. Hit each head an equal number of times, never focusing on a single head. After one of the heads is defeated, it flies around the room. Finish off the other head quickly, or the defeated head rejoins the body and you have to start over.



Once both heads are defeated, Gleek transforms. Quickly equip your Roc's Cape.

Whenever the boss leaps into the air, quickly hop and float. If you're caught on the ground, Gleek's impact rattles you, leaving you temporarily dazed. The boss

immediately follows its jump by charging. Get out of the way quickly and hit the Gleek when it rams the wall. It takes 12 regular sword attacks to finish off the boss once and for all.

After the grueling battle, grab your prized Heart Container and leave through the left door. In the next room you discover the seventh essence, the Seed of Life. You are then teleported back to the cemetery.

Level 8: Sword & Shield Maze



- (1,E) SUBROSIAN PORTAL
- (2,F) SECRET ROOM (HEART PIECE)
- (3,E) STUMP
- (3,F) SUBROSIAN PORTAL
- (3,G) STUMP



THE TEMPLE REMAINS AND THE BIG BANG

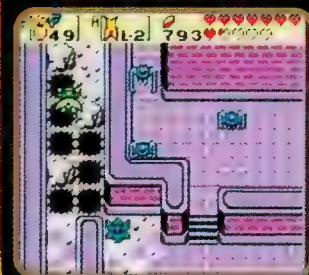
Return to town and stock up. If you visit the Maku Tree you can pick up yet another Gasha Seed. When you're stocked up and ready to go, head north to the Holodrum Plain. Beyond the plains are the Temple Remains (6,E) where the final essence resides. This is where the Temple of Seasons once stood.



(1,A) SWORD & SHIELD MAZE
(3,A) HOLODRUM PORTAL



THE ENEMIES IN THIS AREA ARE TOUGH. EQUIP YOUR MAGICAL BOOMERANG. IT CAN STUN EVERYONE EXCEPT FOR THE SOLDIERS YOU ENCOUNTER, SO YOU SAVE A LOT OF LIFE WITH JUST A LITTLE BIT OF EFFORT.



Use the Roc's Cape to leap across the pits to the east and then head north. A quick look over the temple makes it clear that there isn't anywhere to go from here except to Subrosia. Head west from the entrance and follow the path. There's a really nasty jump ahead. Use the Roc's

Cape and Pegasus Seeds to get the proper distance, then angle back and forth across the long line of pits. It's very tough, but can be done.

Continue around and head south to the stump. Change the season to winter and go east. Use the snow bank to cross the rocks and reach the portal below.



Once in Subrosia, head north into the cave to find a Subrosian doing a very unusual thing. He's tossing all kinds of cool items into a lava pit. You can't grab any of the stuff, so

don't even bother trying. Follow his lead and try tossing some of your own stuff in the lava. Seeds don't do anything, but Bombs do! The resulting eruption causes significant damage to the ruins above.

Head south to the portal and go back to Holodrum. Things look a lot different now than they did before. Head north and then east. Defeat the enemy Soldiers, then travel south to find a stump. Change the season to summer, then go east again. Climb the vines and follow the path around to a door leading into the ruins.



NORTH OF THE SUBROSIAN PORTAL IS A CRACKED WALL. BOMB IT AND DISCOVER A HEART PIECE INSIDE. USE THE ROC'S CAPE TO REACH IT.

Cross the cave inside using the Magnetic Gloves. Reach the stairs in the northeastern corner and go north. Next push the green rocks out of your way to make it to the western stairs, which lead you onto the ruin's walls. Defeat the waiting enemies and head west through the next cave to another Subrosian Portal.



The portal leads to the far west side of Subrosia. Head north and you'll find a very mean looking volcano, which is the entrance to the Sword & Shield Maze.

The Legend of Zelda: Oracle of Seasons Walkthrough

SWORD & SHIELD MAZE



- (5,A) ENTRANCE
- (4,B) SMALL KEY
- (1,A) SMALL KEY
- (6,B) COMPASS
- (7,D) DUNGEON MAP
- (7,C) HYPER SLINGSHOT
- (6,E) SMALL KEY
- (3,A) RING
- (4,D) OWL STONE
- (3,D) SMALL KEY
- (3,F) BOSS KEY
- (5,F) SMALL KEY



- (7,C) OWL STONE
- (6,E) OWL STONE
- (6,D) SMALL KEY
- (6,F) MINI-BOSS: FRYPOLAR
- (5,C) 10 BOMBS
- (2,D) BOSS: MEDUSA HEAD
- (1,D) CHANGING SEASONS

From the entrance head north and then east. Use the Slingshot to hit the statue across the pit with a seed, which causes a Small Key to fall. Move the pots to reach the key and return west. Travel north through two rooms to find a bunch of strange magnetic creatures. Defeat them all and the door at the top unlocks.

Enter the next room. Use a Bomb to destroy the cracked bricks at the top, which frees the metal ball. Pull the ball into the room using the Magnetic Gloves and squash the Hardhat Beetle with it. After all of the enemies in the room are flattened you receive a second Small Key. Continue to the east and find tons of Sparks, which can be eliminated with the Magical Boomerang.



IF AT ANY POINT YOU NEED LIFE, THIS IS THE ROOM TO VISIT. EACH OF THE SPARKS PRODUCES A FAIRY WHEN DESTROYED.



Move to the next room and use a Small Key to remove the locked block in front of the stairs. Use the stairs and head down through the pit maze, but equip your Roc's Cape before entering the next door. Beyond it you find a room with two spiked rollers. Make your way

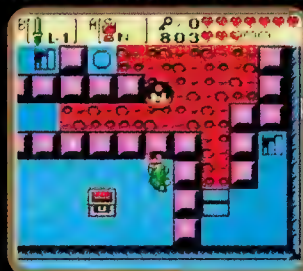
past them quickly to the stairs on the opposite sides. Red Wallmasters wait to snatch you up if you stand too long in one spot, so make haste.

Head westward through the side-scrolling level. These jumps are tricky; leaping off the ladder can help. When you resurface, you need to make a few more tricky jumps over a spiked roller and down to the door at the bottom. Dodge the large traps in the next room and make your way to the eastern floor switch. Press it to open the door below and head east. Walk up the stairs at the top and then carefully head east around the spikes to find a chest containing the Compass.

Go back down stairs and use a Small Key on the eastern door. Next, you encounter another spinner. Let it push you to the west. Head west along the ledge at the top and jump back down in the previous room. Return to the spinner and it pushes you to the east. Head south and wait for the Armos Statue to begin moving before defeating all of the enemies in the room. If you defeat an enemy before the Armos Statue moves, step out of the room and quickly return to try again. After they're gone, you can wake the Armos Statue. Get it

out of your way and use the stairs it was guarding.

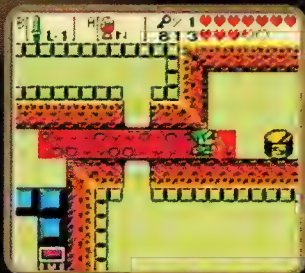
At the end of the hall you find the Dungeon Map. Before leaving, use the Magnetic Gloves to move the metal ball across the lava to the switch on the right to create a



bridge. Switch polarities before bringing the ball over the lava, or you'll drop it.

Backtrack down the stairs and go east from the lower room. Quickly hop over the lava and head upstairs. Go west and wake the Armos Statues. Defeat them and then push the lower block out of the way to get the Hyper Slingshot from the chest. Now you can shoot three seeds at a time!

Go back to the east and hop over to the bridge. Use the stairs in the corner to go down. Follow the ledge around. At the "T" head west to the spinner, which moves you west and allows you to reenter the previous room, where you find a Small Key.



Backtrack through the spinner and back to the east. Go down the stairs and use the Magnetic Gloves to pull yourself across the long strip of lava. Continue into the next room and shoot the three statues simultaneously with your Hyper Slingshot to reveal a staircase. Head up and use Bombs to blow through the cracked blocks to the chest on the opposite side. Push the block away from the front of the chest and get the Small Key from inside. Now head back downstairs and unlock the eastern door to find the first boss.

Mini-Boss: FRYPOLAR

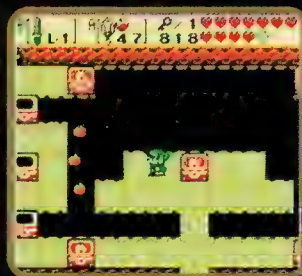
This boss is a giant flame. It has two forms: red and blue. The red form attacks with jets of flame. The blue tosses ice crystals. Both attacks are relatively easy to dodge. Shoot the red version of Frypolar with Mystery Seeds to force it to change color. Then shoot the blue version with Ember Seeds to inflict a small amount of damage. This is the lowest possible way to defeat the enemy.



takes a few hits to defeat Frypolar.

A quicker and much more effective way is to shoot the blue version's ice shards with Mystery Seeds. This transforms them into ice blocks that you can pick up with the Power Bracelet. Hold onto a chunk of ice until Frypolar turns back to red and then pelt it with the ice. With this strategy, it only

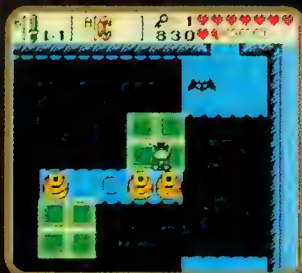
After winning the battle, hop in the teleporter to return to the beginning of the dungeon. Head north and use the stairs in the corner to walk onto the ledge. Go north again and you see three statues to the left. Shoot all three simultaneously with your Hyper Slingshot to make a chest containing a ring appear. Grab it and then return to the teleporter.



From the teleporter, head north and use the Hyper Slingshot and Ember Seeds to light all of the torches so they burn together to reveal a staircase. Head upstairs and then north to the next room, where you encounter a tricky ice puzzle.

Push the three ice blocks so they're all in the tan tiles on the right. Begin with the block on the bottom. Push it right and it stops on a tan tile. Next push the middle block down, then right, then up, but don't push it onto the tan tiles just yet. Go to the last block and push it left, then down so it stops on the bottom wall. Push it right, then up, then push the two blocks into the tan area. This makes a staircase appear.

Go down the stairs to a tricky side-scrolling area. Use short, controlled hops to climb the ice blocks, then glide to the left. Hop across the moving platforms and jump to the higher ledge on the opposite side. Then leap across the Thwomps to a ladder. Resurface and head east. Time your charge through the traps and move on to the next room. Use your Magical Boomerang in the next room to hit the crystal switch and create a bridge. Cross the bridge and go into the room at the end.



The timing of your next task is difficult. Equip your Power Bracelet and hop on the moving platforms. Pick up one of the vases from either end of the center platform, then step onto the empty spot and push the pot next to you onto the switch in the center. With the doors open, use

the platforms to reach the door in the southeast corner. Defeat the Soldier in the next room and a chest appears on the opposite side of the barrier. Return to the previous room and defeat all of the enemies to open the southwestern door. Use the door to reach the chest, which contains the Boss Key.

Head south and you end up back in the room with the ice puzzle. Unlock the western door with a Small Key and pass through it. Go east again to a room with a mine car. Check the top wall for a crack. Blast it open with a Bomb and pass through. An Armos Statue appears and begins walking across the floor. Watch carefully and match its steps to get a Small Key.

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Return to the previous room. Grab an ice crystal and walk through the door to the south. Chuck the ice in the lava pit. Head down the stairs and look to the right to find a Small Key. Go back upstairs to the room with the ice. Grab a second chunk and hop in the mine car. When it stops, use a Small Key to eliminate the locked block and toss the ice into the lava pit.



Jump back in the mine car to be taken to another ice crystal. Hop back into the mine car after you've retrieved the crystal, toss it on the ground, and hit the switch to adjust the tracks. Pick up the crystal and hop in the mine car. When it stops, toss the ice into the next lava pit. Jump back in the

mine car, then use a Small Key on the southern door of the next room. Go south and immediately use the stairs to go to the lower floor.

Go east and up the stairs. Follow the hall to its end to find a Small Key. Backtrack to the stairs and head back down them. Go south and then left. Open the chest to find 10 Bombs and then go up the stairs. Hop in the mine car, and when it stops rush through the door at the top. Make sure the switch is pointing east and hop in the next mine car. Grab an ice crystal and jump back into the mine car again. When it stops, carry the ice crystal down to the mine car in the next room and jump in that one. Then, toss the ice crystal in the lava pit.

Go down the stairs and head due north. At the far end use a Small Key to get rid of the locked block on the right and follow the corridor to the Boss's room.



BOSS: MEDUSA HEAD-CONTINUED

Equip your sword and the Roc's Cape. Stay right or left of center and hop over her fireballs as she flies around the room. Eventually, she disappears and re-materializes at the top of the screen. Quickly jump and glide over her eye beams. Otherwise, she may appear in the center of the room. Immediately smack her with your sword and leap to dodge her stone gas. If you act quickly, you can get in a second shot before she flies off and begins repeating the pattern. It takes 25 hits to defeat her.

With the battle won, grab your Heart Container and head north. Inside the next room is the Changing Seasons essence. You've finally managed to collect all eight essences. The Maku Tree asks you to return to Horon Village and pay it a visit.



BOSS: MEDUSA HEAD

Medusa Head has some powerful attacks, but most of them are easy to dodge. Most of the time she circles the room spitting fireballs, which you can easily hop over. Then, she

often appears along the top wall. In these instances she sweeps across the room shooting beams from her eyes. You can also leap to dodge this attack. Finally, she appears in the center of the room and sprays a circle of gas that turns her victims to stone. Once again, this can simply be hopped over.





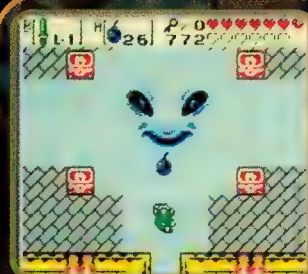
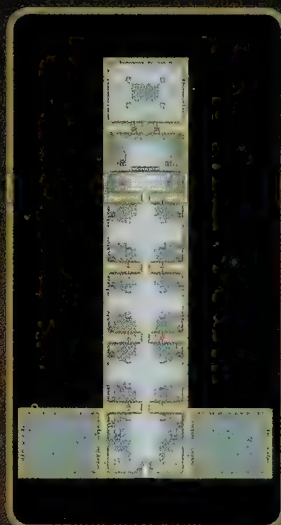
Return to the Maku Tree. It gives you the Huge Maku Seed, which allows you to penetrate the evil force that blocks the Northern Peak. Make any last-minute preparations such as buying a Potion, taking on any subquests, or rearranging your rings. The final battle is close at hand.

When you're ready, travel north to the Northern Peak (3,D). As you enter the area, the Huge Maku Seed and the eight Essences of Nature pierce the veil of evil, allowing you access to Onox's Castle.



The castle is a dangerous and confusing place. Onox's chamber lies dead ahead, but prior to facing him you have to pass three challenges.

The first room contains a horde of Wizzrobes. Defeat them all and the northern door opens. The room beyond that is full of Soldiers and Wallmasters. Focus on the three Wallmasters first. After they're gone you can turn your attention to the Soldiers. When the enemies are vanquished you're allowed to move on to the next room to the north. Finally you'll face a familiar boss.

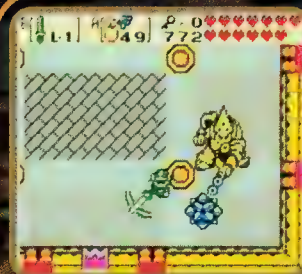


Mini-Boss: FAÇADE

Equip your Bombs because they're the only weapons that can damage this boss. It rains fireballs on you from above, spits out Beetles, and tries to drop you in pits. When the

enemy is shooting fireballs, chuck a Bomb right between its eyes. If you're fast, you can do so twice before it disappears. It takes five hits to defeat the boss.

Continue north after the battle. In the second room up you'll face Onox. Anytime you feel too weak to continue, enter one of the side rooms. A Fairy flies around inside, but don't grab it right away. Stay in a corner and destroy the floor tiles that come flying at you first, so you get as much health from the Fairy as possible. The down side is that you end up at the beginning of the castle and have to repeat the whole process. The same thing happens if a Wallmaster grabs you; it drops you off just inside the front door and all the enemies you defeated have returned.



Boss: Onox

Onox is really, really tough. At first it's just you and Onox: A fair one-on-one battle. Use Pegasus Seeds to dodge Onox's mace attacks, then quickly hit him with a spin attack. Regular sword attacks won't pierce Onox's armor, so don't even

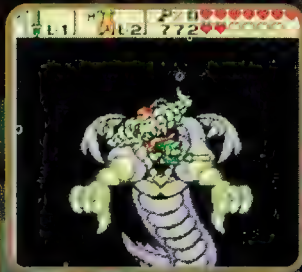
bother. Onox also hops on the floor occasionally, spilling huge boulders everywhere. Watch the floor for shadows and get out of the way fast. Try to stay just below and to the side of Onox and aim for his feet. This is the safest position for attacking and dodging. After several hits, Onox plays his trump card: Din.



Onox & Din

Din, encased in crystal, begins orbiting Onox and acts as a shield. If you hit Din with your sword, you'll take damage. Instead, smack the crystal with the Rod of Seasons, which sends it flying off to the side.

Then, quickly hit Onox as the crystal slowly moves back into place. Onox also begins using a new attack. He shoots out three wind gusts that cause major damage. Run up and down to dodge them, but you may want to use a Pegasus Seed for an extra boost of speed. Keep pushing Din away and hacking at Onox with power swings. Eventually he succumbs to your mighty attack, but this battle is far from over.



Onox TRANSFORMED

When you approach Din's crystal, Onox reveals his true form: a giant dark dragon. Quickly equip your sword and Roc's Cape. Onox has only one weak point: the crystal in his forehead. You can't just jump up and hit it, so look for another way.

ONOX TRANSFORMED-CONTINUED

Run side to side and he smashes one of his huge hands on the ground. Jump on the back of the hand and ride up near Onox's face. Hop off toward his head and swipe at the crystal as you fall.



Onox then uses his other attacks. If he suddenly begins moving to one side, rush to the opposite side. He sweeps his hand across the floor, but if you're far enough away it passes over harmlessly. If you know you can't dodge the attack, run toward the sweeping hand and jump into it. This way, it won't

knock you back and you lose only one heart instead of two or three. His second attack is to spit blue flames at you. Wait until you see his tongue, then quickly step to the side. The flames burn on the ground for a while and he shoots out several, so don't let him put you in a corner. Hop over them if you must. After you've hit him a few times, he stops in the middle of the screen and unleashes a flurry of large fireballs. Watch carefully, the spray begins in the center or outside edges, then moves back and forth, in and out. Try to stay just right or left of the center. As the balls move in or out, move in the opposite direction so you only have to dodge a limited number. Avoid standing all the way at the sides or directly in the middle, as it is very difficult to dodge in these areas.

It takes 17 hits to eliminate Onox's final form. When you're on his hands, always wait for him to move toward you before leaping at the crystal. In other words, if you're on the right hand, wait for him to move right. If you're on the left, wait for him to move left. If you jump while he's moving away from you, you may very well miss the crystal entirely. Also, be sure to glide after jumping. It's possible to jump from one hand to the other, getting in several shots at the crystal rather than just one. If you don't have a Potion and you keep getting defeated, try to buy one from Syrup in Sunken City or win one from Maple. A Potion makes the fight a whole lot easier. Also, be brave, being overly cautious in fighting Onox is sometimes worse than just charging into battle. The quicker you defeat him, the fewer attacks you have to dodge and the less damage he can inflict.

Sit back and watch the ending after defeating Onox. When the screen says "The End," press a button and you're taken to a password screen. Write the password down and save your game. This allows you to carry your progress over to *The Legend of Zelda: Oracle of Ages* and eventually allows you to unlock additional secrets.

Side Quests and Secrets

There are many things you can do outside of the main quest. These include finding Heart Pieces to increase the size of your life bar, looking for hidden old men who give or take away Rupees, and even upgrading your sword and shield. When you choose to look for these secrets is basically up to you. There are some requirements for reaching most of them. For instance, you may need a particular tool or the power to change to a certain season. Just make sure that by the time you've reached the final dungeon, you've found as many of the secrets as possible.

This section has been designed to take full advantage of the world map. Use the coordinates given to locate the area where you'll find the item. Then check the requirements to see the tools you'll need and the proper season. If you don't have one of the tools or you can't alter the season properly, you won't be able to collect the item.



HEART PIECES

There are 12 Heart Pieces in *Oracle of Seasons*. Collect four and Link gains an extra Heart Container, which extends his life bar by one heart.

HEART PIECE #1

Location: Horon Village

Coordinates: (14,I)

Season: Any

Tools: Ember Seeds

Description: This one is easy. Just use an Ember Seed to burn the sapling blocking your path.

HEART PIECE #2

Location: Eastern Suburbs

Coordinates: (15,K)

Season: Winter

Tools: Rod of Seasons

Description: Change the season to winter and a snow bank is created to the east. Use it to reach the cave containing the Heart Piece.

HEART PIECE #3

Location: Woods of Winter

Coordinates: (11,P)

Season: Winter

Tools: Power Bracelet

Description: Change the season to winter and you can cross the ice. Then pick up the stone with the Power Bracelet to reach the Heart Piece.

HEART PIECE #4

Location: Subrosia Market

Coordinates: (5,F)

Season: Any

Tools: Ember Seeds

Description: This Heart Piece is for sale at the Subrosia Market. You can purchase it for 20 Ore Chunks and 10 Ember Seeds.

HEART PIECE #5

Location: Eyeglass Lake

Coordinates: (11,K)

Season: Summer

Tools: Power Bracelet

Description: Use the stump north of Eyeglass Lake to change the season to summer. This dries up the lake, allowing you to walk on the lakebed. Check the east straight to find a staircase hidden under a stone. At the end of the dungeon below is a chest containing the Heart Piece.

HEART PIECE #6

Location: Moblin Keep

Coordinates: (6,L)

Season: Any

Tools: Flippers, Power Bracelet

Description: Once you can swim, cross the water to the Moblin's Keep. Enter the tower at the back and battle Great Moblin. Defeat him by tossing his Bombs back at him using the Power Bracelet. After winning the battle you find the Heart Piece.

HEART PIECE #7

Location: Mt. Cucco

Coordinates: (3,N)

Season: Any

Tools: None

Description: After clearing the Dancing Dragon Dungeon (Level 4), hop off the cliff at the bottom and you land right next to the Heart Piece.

HEART PIECE #8

Location: Spool Swamp

Coordinates: (12,B)

Season: Spring

Tools: Flippers

Description: Change the season to spring and head south through the swamp. The high spring waters cover the brambles, allowing you to reach the Heart Piece.

HEART PIECE #9

Location: Temple Remains

Coordinates: (2,F)

Season: Any

Tools: Bomb, Roc's Cape

Description: After causing the volcanic eruption that damages the Temple Remains, you find a cracked spot in the wall. Blow it open with a Bomb and then leap across the lava inside to get to the Heart Piece.

HEART PIECE #10

Location: Graveyard

Coordinates: (14,B)

Season: Fall

Tools: Power Bracelet

Description: Switch the season to fall and enter the cave below the graveyard. Jump across the pit and pass through the cave to get to the graveyard without vines. Pull the mushrooms up to reach the Heart Piece.

HEART PIECE #11

Location: Maple

Coordinates: N/A

Season: Any

Tools: None

Description: Battle Maple repeatedly and eventually she drops a Heart Piece. All you have to do is pick it up before she does.

HEART PIECE #12

Location: Soft Dirt

Coordinates: N/A

Season: Any

Tools: Gasha Seed

Description: Plant a Gasha Seed in a far-off place, such as Mt. Cucco. Then battle lots of enemies, complete most of the game, help out your friends, find most of the secrets, and maybe even wear the Gasha Ring before harvesting the Gasha Seed. If you're really, really lucky, you'll find a Heart Piece inside! You can only get one Heart Piece in this manner.

TRADING GAME (QUEST FOR THE NOBLE SWORD)

The longest side quest in the game involves trading objects between some of Holodrum's citizens. Basically you help one person who then gives you an object. The object will be of no use to you, but you can find someone else in Holodrum who would like to have it. Every time you trade you get something new. Eventually, after lots and lots of trading, you receive a broken sword, which you can transform into the Noble Sword. It causes twice as much damage as the Wooden Sword you get at the beginning of the game and comes in really handy against later enemies.

The Legend of Zelda: Oracle of Seasons Walkthrough

TRADE #1



Location: Biologist's Home
Coordinates: (16,J)
Item Traded: None
Item Gained: Cuccodex
Description: Visit the Biologist's Home once you have Ember Seeds in your inventory. Light his torch and he gives you the Cuccodex.

TRADE #2



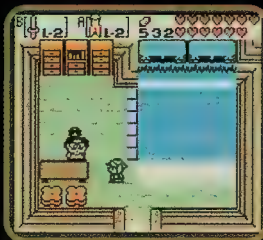
Location: Talon and Malon's House
Coordinates: (9,I)
Item Traded: Cuccodex
Item Gained: Lon Lon Egg
Description: Malon is overwhelmed by caring for a house full of Cuccos. Give her the Cuccodex and she thanks you by giving you a Lon Lon Egg. This can be done immediately after the first trade.

TRADE #3



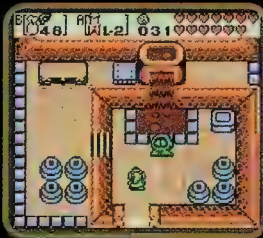
Location: Maple
Coordinates: N/A
Item Traded: Lon Lon Egg
Item Gained: Ghostly Doll
Description: Once you have a Lon Lon Egg, watch and wait for Maple. Bump into her and your Lon Lon Egg drops on the ground. Maple takes it, but she gives you a Ghostly Doll in exchange. You don't have to race Maple for this item.

TRADE #4



Location: Mrs. Ruul's Villa
Coordinates: (11,D)
Item Traded: Ghostly Doll
Item Gained: Iron Pot
Description: The woman in this house is enthralled with your Ghostly Doll. Let her take it off of your hands and pick up a well-seasoned Iron Pot. You can complete this trade after the Poison Moth's Lair (Level 3).

TRADE #5



Location: Subrosian Chef's Kitchen
Coordinates: (3,C)
Item Traded: Iron Pot
Item Gained: Lava Soup
Description: Take the Iron Pot to the Subrosian Chef. He can whip up a Lava Soup that can cure any cold. Make this trade after the Poison

Moth's Lair.

TRADE #6



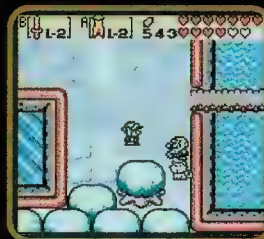
Location: Coron Mountain
Coordinates: (1,I)
Item Traded: Lava Soup
Item Gained: Coron Vase
Description: Take the Lava Soup to the peak of Coron Mountain and hand it over to Biggoron. He hasn't been feeling well due to the cold weather, but the Lava Soup does the trick. You get the Coron Vase in exchange. Complete this before entering the Dancing Dragon Dungeon (Level 4).

TRADE #7



Location: Ingo's House
Coordinates: (5,N)
Item Traded: Coron Vase
Item Gained: Fish
Description: When you reach Sunkan City, visit Ingo's House. He's a crazed collector of vases. He gives up his Fish dinner for your Coron Vase. Take on this part of the game after Dancing Dragon Dungeon (Level 4).

TRADE #8



Location: North Horon
Coordinates: (12,8)
Item Traded: Fish
Item Gained: Megaphone
Description: Just north of Horon Village you find a man whose cat is stuck in a tree. Give him the Fish to lure the kitty down and he'll give you the Megaphone he was using. You can do this anytime after getting the Coron Vase.

TRADE #9

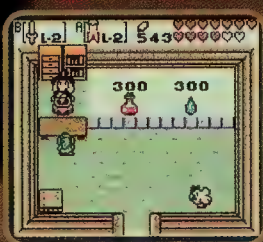


Location: Mt. Cucco
Coordinates: (2,L)
Item Traded: Megaphone
Item Gained: Mushroom
Description: Inside a small cave on Mt. Cucco you'll find a sleeping man. Wake

him using the Megaphone and you'll get the Mushroom. This task can be completed anytime after getting the Megaphone.



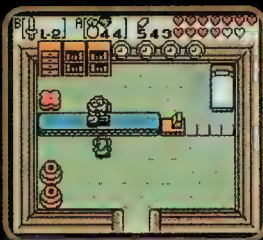
TRADE #10



Location: Syrup's Potion Shop
Coordinates: (6,O)
Item Traded: Mushroom
Item Gained: Wooden Bird
Description: Syrup makes wonderful healing Potions in her shop at Sunken City. Go to town and turn the season to winter to reach her shop. Give her

the Mushroom and she gives you a Wooden Bird. Do this as soon as you get the Mushroom because she then also begins selling Potions, which can't be purchased anywhere else.

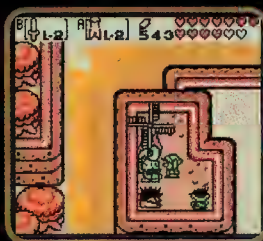
TRADE #11



Location: Clock Shop
Coordinates: (14,H)
Item Traded: Wooden Bird
Item Gained: Engine Grease
Description: Take your Wooden Bird to the Clock Shop in Horon Village. The clockmaker will be so happy, you'll get Engine Grease in return.

This can be done anytime after acquiring the Wooden Bird.

TRADE #12



Location: Windmill
Coordinates: (14,K)
Item Traded: Engine Grease
Item Gained: Phonograph
Description: In the Eastern Suburbs you'll spy a windmill on a cliff. Give the man the Engine Grease for the windmill and he'll give you his spiffy

Phonograph. You can visit this man as soon as you get the Engine Grease.

TRADE #13



Location: Lost Woods
Coordinates: (6,B)
Item Traded: Phonograph
Item Gained: Broken Sword
Description: Head to the southeast corner of Lost Woods. You'll spy a lone sapling in a clearing. Burn it down and use the stairs to find a

music-loving Deku Scrub.

He'll tell you where to find a special sword. Head north, then west, to the tree stump in Lost Woods. Change the season from winter to fall, to summer, then head due east. At the end you'll find the Noble Sword.

TRADE #14

Well—now you have a worthless broken sword. Great! Don't fret. Take the sword to Subrosia and visit those metal-mending geniuses at the Subrosian Smithy.



They'll repair the sword and you'll have the powerful Noble Sword. This magic sword shoots energy beams when your life is full. It's great for picking off enemies from a distance.

QUEST FOR THE IRON SHIELD

As with much of your equipment, your shield can also be upgraded. This is a considerably shorter quest than the one for the Noble Sword. To complete it you need the Magnetic Gloves and the Roc's Feather.

Your quest begins in Subrosia. In the far west is an area ridden with pits (5,A) called the Subrosian Wilds. Use your Magnetic Gloves to pull yourself across the pits and head to the eastern portion of the wilds. There you find a treasure chest containing a piece of Blue Ore.

Closer to the east side of Subrosia is a small cave (6,I). Use the Magnetic Gloves to enter the cave and climb to the top. The chest on the roof contains Red Ore.

Visit the Great Furnace (5,J) once you have the two types of ore. Speak with the foreman and he offers to combine them.

Do so to get the Hard Ore.



Take the Hard Ore to the Subrosian Smithy (4,D). Speak with the clerk and he offers to have the Master work on your shield. Answer "Whatever" and you receive the Iron Shield. Now that you have it, every

shop and Deku Scrub that sold shields in the past sells Iron Shields. So if a Like Like eats your shield, you won't be out of luck.



LEVEL 2 RING BOX

While exploring Goron Mountain you find a hidden cave (3,J) that can be opened with a Bomb. Follow the path through the cave and it eventually leads to the top of the mountain. Hop off the cliff on the west side and land on a ledge outside of a cave. Inside is a lonely Goron who gives you a new Ring Box as thanks for stopping in for a visit.



SOFT SOIL LOCATIONS

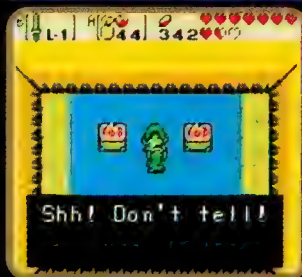
Planting Gasha Seeds is a big part of Oracle of Seasons. You need to locate a wide variety of places to plant. Such places are known as soft soil patches. Some of these are

in plain view while others are hidden. All of them appear on the Holodrum world map. Use the following table to help you locate all of the soft soil in the game.

The Legend of Zelda: Oracle of Seasons Walkthrough

Soft Soil Locations

Location	Coordinates	Tools	Season	Hidden?
Mt. Cucco	(2,P)	Power Bracelet	Fall	No
Tarm Ruins	(3,C)	Shovel	Any	No
Mt. Cucco	(4,L)	Power Bracelet	Any	Yes
Sunken City	(6,P)	Shovel	Any	Yes
Temple Remains	(5,E)	Shovel	Any	Yes
Holodrum Plain	(8,F)	Shovel	Any	Yes
Spool Swamp	(9,A)	Sword	Any	Yes
Twilight Lake	(9,H)	Sword	Any	Yes
Holodrum Plain	(10,F)	Shovel	Any	Yes
Dark Horn	(11,G)	None	Any	No
Woods of Winter	(11,M)	Sword	Any	Yes
Seed Swamp	(13,A)	Power Bracelet	Any	Yes
Mayor Ruul's Residence	(13,I)	None	Any	No
Sunken Desert	(15,P)	None	Any	No
Western Coast	(16,A)	None	Any	No



HIDDEN RUPEE MEN

Throughout the game you'll find old men hiding in secret rooms concealed by saplings. These men either give you Rupees or take them away. They are easy enough to find: just use Ember Seeds to burn down a sapling and if a staircase appears, you've found a hidden Rupee man. These strange men give and take various amounts of Rupees. The following is a list of all of the Rupee Men in the game.

HIDDEN RUPEE Men Locations

Location	Coordinates	Season	Gives/Takes
Tarm Ruins	(1,C)	Fall	Takes
Lower Moai	(3,I)	Any	Gives
North Horon	(7,G)	Summer	Gives
Woods of Winter	(9,P)	Any	Takes
North Horon	(10,H)	Any	Gives
Holodrum Plain	(11,I)	Any	Takes
Western Coast	(14,C)	Any	Gives
Forest Hills	(18,I)	Any	Takes

GASHA SEEDS

Gasha Seeds are a valuable commodity in Holodrum. Not only are they rare, they're often well hidden. Make sure to seek out these Gasha Seeds so you can collect as many rings as possible throughout your journey.



GASHA SEED LOCATIONS

World	Location	Coordinates	Tools	Season	Notes
Holodrum	Tarm Ruins	(2,A)	Power Bracelet, Ember Seeds	Fall	Hidden in a cave beneath a sapling.
Holodrum	Sunken City	(7,P)	Shovel	Summer	—
Holodrum	Sunken City	(7,O)	Flippers	Any	Inside cave to Sunken Falls cave
Holodrum	Twilight Lake	(12,H)	Sword	Any	—
Holodrum	Horon Village	(13,I)	Bombs	Any	Inside secret room in Mayor's House.
Holodrum	Desert Substia	(13,M)	Power Bracelet, Moon's Mirror	Spring	—
Subrosia	Subrosian Volcanoes	(2,B)	Roc's Feather	Any	—
Subrosia	Subrosian Volcanoes	(3,I)	Roc's Feather	Any	Must be accompanied by Navi.
Subrosia	Subrosia Village	(5,E)	Roc's Feather	Any	Inside house
Subrosia	Subrosia Village	(6,I)	Power Bracelet, Moon's Mirror	Any	—

Plenty of other Gasha Seeds can be found inside dungeons, given to you by other characters, bought at stores, won from games, and found at the Maku Tree as it grows. Your absolute best source for Gasha Seeds is the Subrosia Market. Once you've bought most of their rare items, they begin selling Gasha Seeds for 100 Ore Chunks and 20 Scent Seeds each. They have an unlimited supply of Gasha Seeds, so buy as many as you like.



RINGS

Most of the rings you collect will probably come from Gasha Seeds. You can also get rings from dungeons and sometimes from people that you meet. However, some of the best rings are those you find in the wild. Check out these secret ring locations.



Ring Locations

World	Location	Coordinates	Tools	Season	Notes
Holodrum	Mt. Cucco	(2,L)	Megaphone	Any	Inside cave
Holodrum	AD AD	(5,H)	Boat	Summer	Inside cave
Holodrum	Goron Mountain	(3,I)	Roc's Cape	Any	Inside Goron Mountain
Holodrum	Snooty Pond	(9,C)	Shovel	Summer	In secret hole in cave
Holodrum	North Horon	(9,H)	Flippers	Fall	Inside cave in water
Holodrum	Woods of Winter	(9,U)	Power Bracelet, Boomerang, Glow	Fall	Inside cave in water
Holodrum	Holodrum Plain	(12,D)	Flippers	Any	Inside cave in water
Holodrum	Water Cave	(15,W)	—	Any	—
Holodrum	Savasa Desert	(16,P)	—	Any	Must sink in quicksand at (16,N)
Subrosia	Subrosia Wild	(3,M)	Boomerang, Glow, Shovel	Any	—



OTHER CHESTS

Besides rings and Gasha Seeds, chests in the wild also contain Rupees. Finding them is a great way to save up for those items you so desperately need.



Other Chest Locations

World	Location	Coordinates	Tools	Season	Notes
Holodrum	Mt. Cucco	(3,U)	Dmistr	Any	50 Rupees inside cave at top of waterfall
Holodrum	Snooty Pond	(3,I)	Harper	Any	30 Rupees
Holodrum	Woods of Winter	(5,N)	Booth	Any	30 Rupees
Holodrum	Snooty Pond	(1,U)	Booth	Summer	100 Rupees (in the cave near the cave)
Holodrum	Horon Village	(16,F)	Power Bracelet	Fall	20 Rupees
Holodrum	Water Cave	(16,J)	Booth	Any	20 Rupees



GOLDEN MONSTERS

Change the season to summer near Talon and Malon's house, then head south from the Gnarled Root Dungeon to find a staircase. Speak to the man below and he'll offer to give you a special ring if you can track down four golden monsters and defeat them. The monsters are located in the following Areas:

World	Location	Coordinates	Season
Holodrum	Tam Rujas	(5,D)	Winter
Holodrum	Woods of Woe	(9,N)	Fall
Holodrum	Spool Swamp	(13,A)	Summer
Holodrum	Woods of Woe	(11,F)	Spring

STUMPS

Link can alter the seasons once he has the Rod of Seasons in his possession. To do so, he must stand atop a stump in the area where he wishes for the change to occur. Stumps are fairly easy to find, but there are only a few in each area of Holodrum. Use the following table to help you locate stumps in your area.

(2,B)	(5,C)	(10,J)
(2,N)	(5,O)	(10,L)
(3,E)	(6,D)	(10,M)
(3,G)	(8,A)	(11,O)
(3,O)	(9,O)	(14,C)
(4,C)	(10,D)	(15,L)
(5,A)	(10,I)	(16,H)

FAIRIES

Helpful Fairies can be located throughout the world of Holodrum. They restore Link's health whenever he wanders into their secret hideaways. Visit them whenever you need a helping hand.

(2,O)
(4,B)
(6,H)
(9,L)
(12,P)
(14,D)

TREES

You'll need the assistance of Mysterious Trees to complete your quest. Each tree bears a type of seed, which will come in handy throughout the game for finding secrets, combating enemies, or even traveling around the world. Check out the following table to see where all of the trees are located.

Name	Coordinates
Ember Tree	(16,I)
Cave Tree	(9,A)
Gale Tree	(6,P)
Winter Tree	(11,O)
Pegasus Tree	(8,C)
Spool Tree	(7,H)



The Legend of Zelda: Oracle of Ages Walkthrough



As you awaken after a fall, you hear a cry for help. Head north to see Princess Zelda's nurse, Impa, being terrorized by monsters! Impa recognizes the sign of the hero on the back of your hand and asks for your help in finding a singer named Nayru. Travel north, then west. Move the rock to the right or left and continue north. You will soon reach a camp—speak to everyone and then speak to the bear a second time. It moves over, allowing you a place to sit. After talking with everyone a second time, speak to Nayru again and she tells you how worried she has been lately.

Without warning, Veran, the Sorceress of Shadows, appears. It seems that when you moved the rock to enter the camp, Veran was able to pass through as well and reach Nayru! Veran refers to Nayru as the Oracle of Ages and says she will make Nayru's body her own. With Nayru's powers, Veran can travel through time as she pleases. Though Nayru's friend Ralph tries to help her, his sword will only harm her now-possessed body. With a sudden flash, Veran creates a portal and begins her age of darkness. Starting with the past, Veran alters time, creating disastrous results. Ralph rushes off to see if he can aid Nayru somehow.

When you return to Impa, you find that Veran had possessed her, too. Impa is too weak to help you search for Nayru, but Zelda gave her the Hero's Sword that she now entrusts to you to help save Nayru and all of Labrynna! Go meet the Maku Tree in Lynna City. The Maku Tree is the guardian of Labrynna, maybe she can help.

Map of Present



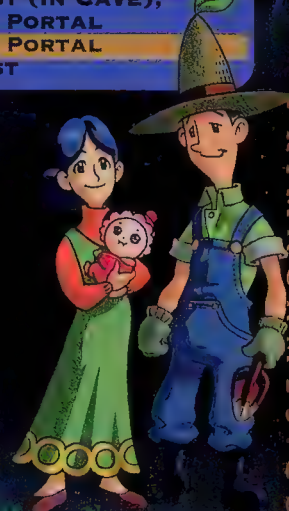
The Legend of Zelda: Oracle of Ages Walkthrough

(1,D) SKULL DUNGEON
 (1,G) FAIRY CAVE
 (1,K) CROWN DUNGEON
 (2,I) CHEST
 (2,L) TIME PORTAL, FAIRY CAVE
 (3,I) TIME PORTAL
 (4,A) SOFT SOIL
 (4,H) CHEST
 (4,J) TIME PORTAL
 (4,K) TIME PORTAL
 (4,M) FAIRY CAVE, MERMAID'S CAVE, TIME PORTAL
 (4,N) CHEST, FAIRY CAVE
 (5,B) TIME PORTAL
 (5,J) CHEST
 (5,N) HIDDEN RUPEE MAN
 (6,B) TIME PORTAL
 (7,D) CHEST
 (7,I) HEART PIECE
 (8,I) EMBER SEED TREE
 (8,L) SOFT SOIL
 (9,E) CHEST
 (9,L) HEART PIECE
 (9,N) SPIRIT'S GRAVE
 (10,A) JABU-JABU'S BELLY
 (11,J) TIME PORTAL
 (11,N) SOFT SOIL
 (12,K) MOONLIT GROTTO
 (13,L) SOFT SOIL
 (14,K) FAIRY CAVE

(1,N) HEART PIECE
 (2,B) HEART PIECE
 (2,D) GALE SEED TREE, TIME PORTAL
 (1,B) SOFT SOIL
 (1,I) PEGASUS SEED TREE
 (1,K) SOFT SOIL
 (1,N) CHEST
 (2,L) HEART PIECE
 (2,M) CHEST
 (2,N) TIME PORTAL
 (3,A) TIME PORTAL
 (3,F) SCENT SEED TREE
 (3,I) SOFT SOIL, HEART PIECE, CHEST
 (3,L) CHEST
 (3,N) FAIRY CAVE, MYSTERY SEED TREE
 (4,E) SOFT SOIL (HIDDEN)
 (4,M) MERMAID'S CAVE
 (4,N) CHEST
 (5,B) TIME PORTAL
 (5,D) HEART PIECE
 (5,I) TIME PORTAL, HEART PIECE
 (5,N) RUPEE MAN
 (6,F) SOFT SOIL
 (6,M) ANCIENT TOMB
 (8,B) CHEST (IN CAVE)
 (8,C) CHEST (IN CAVE)
 (8,E) CAVE

(8,F) THE BLACK TOWER
 (8,I) EMBER SEED TREE
 (9,A) MYSTERY SEED TREE
 (9,D) WING DUNGEON
 (9,G) HEART PIECE
 (10,B) HEART PIECE
 (10,F) SOFT SOIL
 (12,L) CAVE
 (13,B) GALE SEED TREE
 (13,K) SOFT SOIL
 (13,M) SOFT SOIL (UNDER ROCK)
 (13,N) CHEST (IN CAVE), TIME PORTAL
 (14,J) TIME PORTAL
 (14,N) CHEST

Map of Past



Level O: Maku Path

EXPLORING LYNNA CITY

Travel south, then west to find the Shop. Chop down enough plants to find 30 Rupees and you can purchase the Wooden Shield that is for sale there.

North of the shop is the Mayor's House. Plen is the mayor of Lynna City. East of Plen's House is Vasu the Jeweler. Vasu is happy to explain the power of rings and how they should be treated. When he realizes you don't have a Ring Box, he gives you a L-1 Ring Box and a Friendship Ring. North of Vasu, enter the cave and follow the path to the Maku Tree.

THE MAKU TREE

When you speak to the Maku Tree, she tells you that she realizes that if you're going to stop Veran and her plot to bring sorrow into the world, you may need help. Before you can finish your conversation, however, the Maku Tree vanishes! Veran must have altered time before the Maku Tree ever existed. Travel east of the Maku Tree and you see Ralph near a Time Portal. Jump into the Time Portal after Ralph then head south to Lynna Village.



- (4,I) MAKU TREE, GASHA SEED, TIME PORTAL
- (4,J) TIME PORTAL
- (4,K) NARYU'S HOUSE, TIME PORTAL
- (5,F) DR. TROY'S HOUSE
- (5,H) BIPIN AND BLOSSOM'S HOUSE
- (5,I) MAKU ROAD, GASHA SEED
- (6,F) KNOW-IT-ALL BIRDS' HUT
- (6,H) MAYOR PLEN'S HOUSE
- (6,I) VASU THE JEWELER
- (7,G) MAMAMU YAN'S HOUSE
- (7,I) SHOP
- (8,I) EMBER SEED TREE

QUEEN AMBI'S TOWER

After you reach Lynna Village, talk to everyone. You learn from one of the villagers that Queen Ambi is having a tower constructed, and from another that you can't get anywhere without a Shovel because of the rubble from the tower construction. A third villager tells you that the Maku Tree has had troubling dreams.

To reach the Maku Path and speak to the Maku Tree, you need a Shovel. Travel northwest and you find a man in his home trying to rid himself of Gasha Seeds! In his zeal to get rid of these pesky seeds, he gives you a Gasha Seed and asks that you not plant it near his home.

Travel southwest to the entrance of Queen Ambi's Tower and talk to the second guard you meet. A Heart Piece is nearby, but you can't reach it without a Shovel to clear the path. Walk around the construction area and talk to all of the workers and foremen. You eventually speak to a fore-

man who asks for your help and in return gives you a Shovel. Using the Shovel, clear a path to the south to exit the tower. At the main steps, clear the path to obtain the Heart Piece. You can now return to the cave entrance of the Maku Tree.

MAKU PATH DUNGEON

After entering the cave, head north. In the second room, push the block north to the center of the tiles in order to unlock the northern door. Go through the door and move the block to the left or right to gain passage. Bash the Keese with your sword and head east.



- (1,C) SMALL KEY
- (1,A) HEART PIECE
- (2,A) GASHA SEED (IN SECRET ROOM)

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Destroy the Gels and the north door opens. Push the blocks out of your path and travel northeast to stand on the switch. A chest containing a Small Key drops. Return to the room where the Keele were and use the Small Key on the locked door in the west wall.

Press the switch surrounded by blocks to unlock the door and continue. To reach the switch, follow these directions:



- Start with the left group of blocks.
- Move the block second from the bottom in the right-hand column to the left.
- Move the block north of it up.
- Walk into the new opening and move the block below the switch to the left.
- You can now push the switch and unlock the door.

- (4,I) MAKU TREE
- (5,F) PIPPIN'S HOUSE
- (5,I) MAKU PATH, HEART PIECE
- (6,F) TOILET, SOFT DIRT
- (6,G) DEKADIN'S HOUSE
- (6,H) POST OFFICE
- (6,I) SHOOTING GALLERY
- (7,G) ANCIENT ADLAR
- (8,F) QUEEN AMBI'S TOWER ENTRANCE
- (8,G) SHOVEL
- (9,G) HEART PIECE



IF YOU STEP IN THE EMPTY SPOT WHERE THE SWITCH WOULD BE ON THE RIGHT, YOU OPEN A SECRET PASSAGE TO A GASHA SEED.

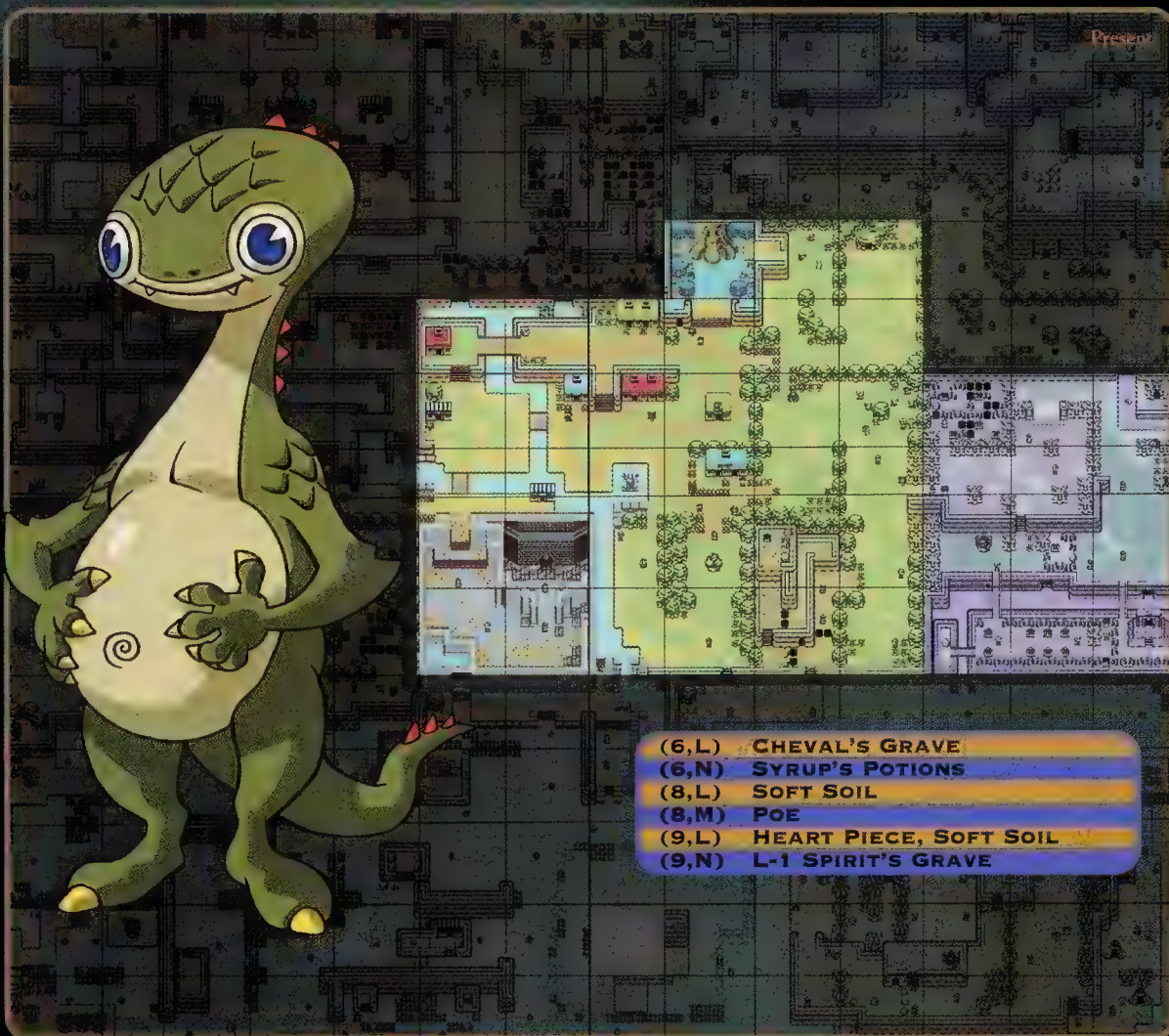
Defeat the Stallos in the next room, then move the block in the center of the room to the right to unlock the doors. Before leaving, get another Heart Piece by moving the southwest block up and the second block from the west to the right. After you have the Heart Piece, head east to the next room. Go up two flights of stairs.

When you emerge from the cave, you see a very young Maku Tree being bullied by a couple of Veran's henchmen. After dispatching the thugs, you learn that the sapling is in fact the Maku Tree. With promises of a present reward, the Maku Tree clears the southern path to allow you to exit.

Leave the Maku Tree and head south to find that a new Time Portal has appeared. Enter the Time Portal and you're sent back to the present. If you wander around the village, you hear of another tower being built in the northwest, across the river. You can't enter just yet, but travel over there to look around.

Return to the Maku Tree and it gives a little more background on Veran and her plot to engulf the world in darkness. To defeat Veran, you need to collect Eight Essences of Time that are hidden around Labrynnia. The essences hold the power to see the truth, and they may help more of the Maku Tree's memory return. The Maku Tree needs you to go to Yoll Graveyard in the east. The first essence should be there. To help you in your quest, the Maku Tree provides you with a Seed Satchel and Ember Seeds to provide light in dark places and burn saplings from your path. Head southeast to reach Yoll Graveyard.

Level 1: Spirit's Grave



YOLL GRAVEYARD

Use an Ember Seed to clear the saplings from the entrance to Yoll Graveyard. Head east, then south, down the stairs. Go west and you find three kids playing in the graveyard. You overhear them talking about a grave beneath a tree; sounds like something worth investigating. Head south, then east.



Burn the sapling in the south to reveal a secret staircase. Light the two torches in the room and the Graveyard Key drops from the ceiling.

Return to the north-east corner of the graveyard and use the Graveyard Key on the gate. Battle your way past the Crows to reach the southeast corner and the Spirit's Grave.

SPIRIT'S GRAVE DUNGEON



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- (7,D) DUNGEON MAP
- (5,E) SMALL KEY
- (4,D) SMALL KEY
- (3,C) GASHA SEED
- (4,B) MINI-BOSS: GIANT GHINI
- (5,D) COMPASS
- (5,C) RING
- (3,D) SMALL KEY
- (5,A) POWER BRACELET
- (6,A) RING
- (7,B) BOSS KEY
- (2,C) BOSS: PUMPKIN HEAD
- (1,C) ETERNAL SPIRIT ESSENCE

Travel to the room in the east and destroy the Gels. Move the southern block to the left or right to go through the now-opened door on the northern wall.

Push the cube into the hole in the floor to unlock the doors. Climb up the steps in the southwest corner and follow the hall around to a chest with a Dungeon Map inside. Exit through the eastern door and re-enter to reset the cube before exiting a second time.

Defeat the Sword Stalfos and Gels before going north into the next room. Destroy the Ghost to unlock the door and a Small Key materializes. Exit through the west door.

Push the middle block left and head south. Return to the block room you were just in and push the block up this time to reach a chest with the Compass inside. Burn the vines west of the chest and enter the secret room. Use your sword to vanquish the Snake Ropes, then push the switch to reveal a chest with a ring inside. Return to the block room and push the center block to the east before exiting the room through the northern door.

Defeat the Keese, then push the block nearest the entrance north. A Small Key can be found in the chest above. Head west. Push the bottom block left and the one directly north of it up. Follow the path around, but don't go through the opening yet. Instead, continue around the hall and go through the door near the northeast corner.

Push the center block up, the southwest block left, the southeast block left, then the two blocks on either side of the center block up. Push the switches on the two upper ledges in the room and a chest appears. Return to the center of the room and use the moving platform to reach the chest and retrieve a Small Key. Return to the previous room and head for the doorway previously passed.

Ride the moving platform to access the narrow path, then push the block left. Follow the path between the stone jars and stand on the switch in the northeast corner. A Gasha Seed is inside the chest that appears. Climb up the steps, then hop back down onto the moving platform and exit this room through the door in the west.

Use your key on the door in the south wall and face the Giant Ghini.



Mini-Boss: Giant Ghini

If you keep your distance from the baby Ghinis, they won't have a chance to latch onto you. A quick swipe of your sword turns them into embers. Bash the Giant Ghini every chance you get. After you defeat it, exit through the door in the west.

Wipe out the two Boomerang-throwing Moblins in this room, then use a Small Key on the door. Move the blocks to clear a path to the Sword Stalfos. Battle your way around to the hall on the east side. Light the torches and a secret stairway appears. Take the stairway down to reach a Power Bracelet, then return to the previous room.

Equip the Power Bracelet, then move the stone pots away from the steps to reach a chest with a ring inside. Head south from the chest and walk down the steps. Push the stone pot over the switch to unlock the eastern door, then exit the room.

Defeat the Sword Stalfos, then remove the stone pot from in front of the chest to get the Boss Key. Go through the eastern door, step into the portal, and proceed north. Use the Boss Key on the door in the northeast, and enter to meet Pumpkin Head.

Caution

THERE'S A WALLMASTER IN THE ROOM PRIOR TO THE BOSS THAT LIKES NOTHING MORE THAN SENDING YOU BACK TO THE BEGINNING OF THE DUNGEON. AVOID HIM AT ALL COSTS!



BOSS: PUMPKIN HEAD

This heavyweight has a few tricks up its sleeve. When the ghost body disappears, the pumpkin head remains. Pick the head up and throw it at the ghost. After tossing the pumpkin at the ghost, the boss reforms. You need to hit the ghost twice before Pumpkin Head is defeated.

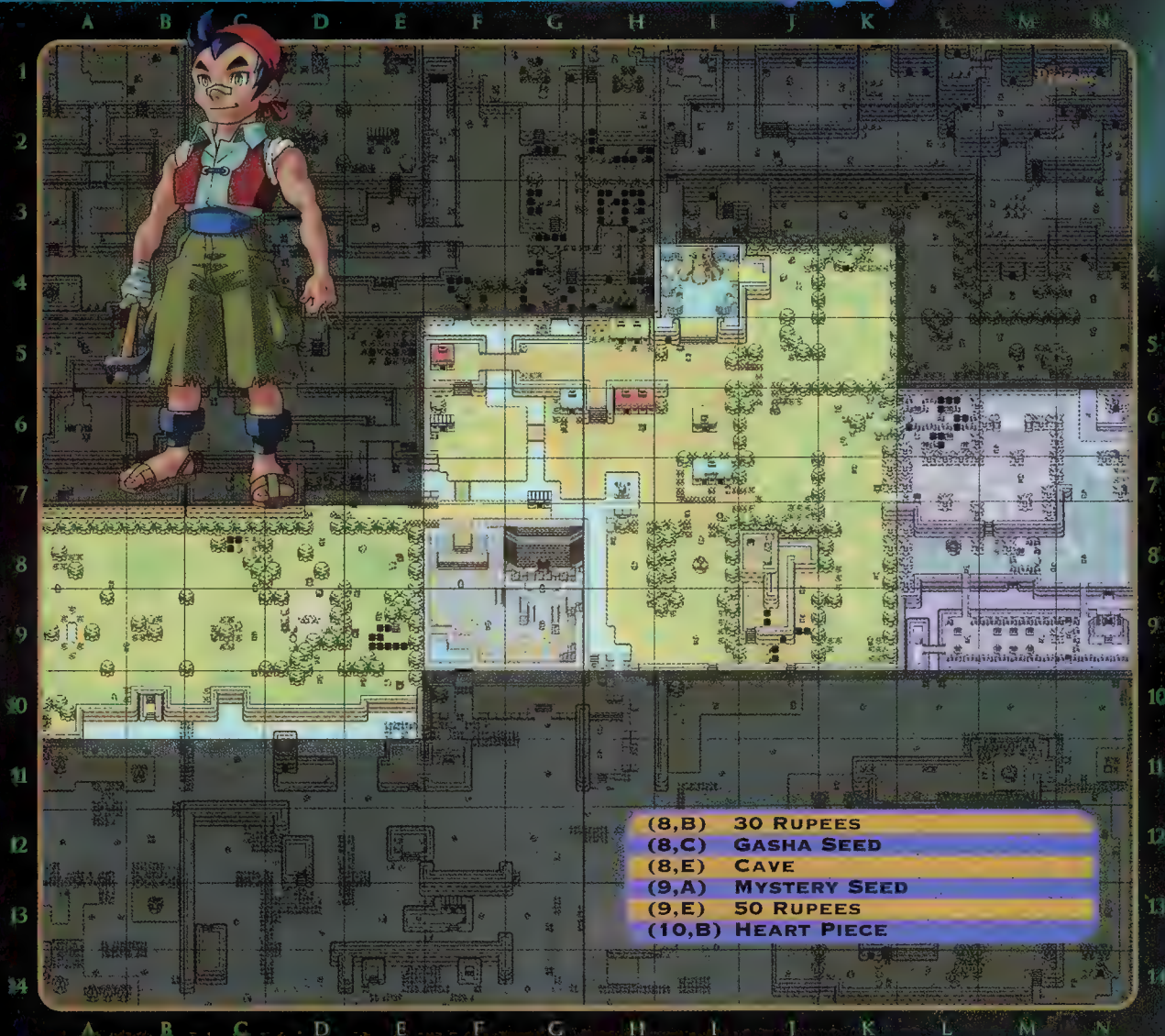


Pick up the Heart Container in the center of the room and exit through the northern door. Walk up the steps and receive your first essence, Eternal Spirit.



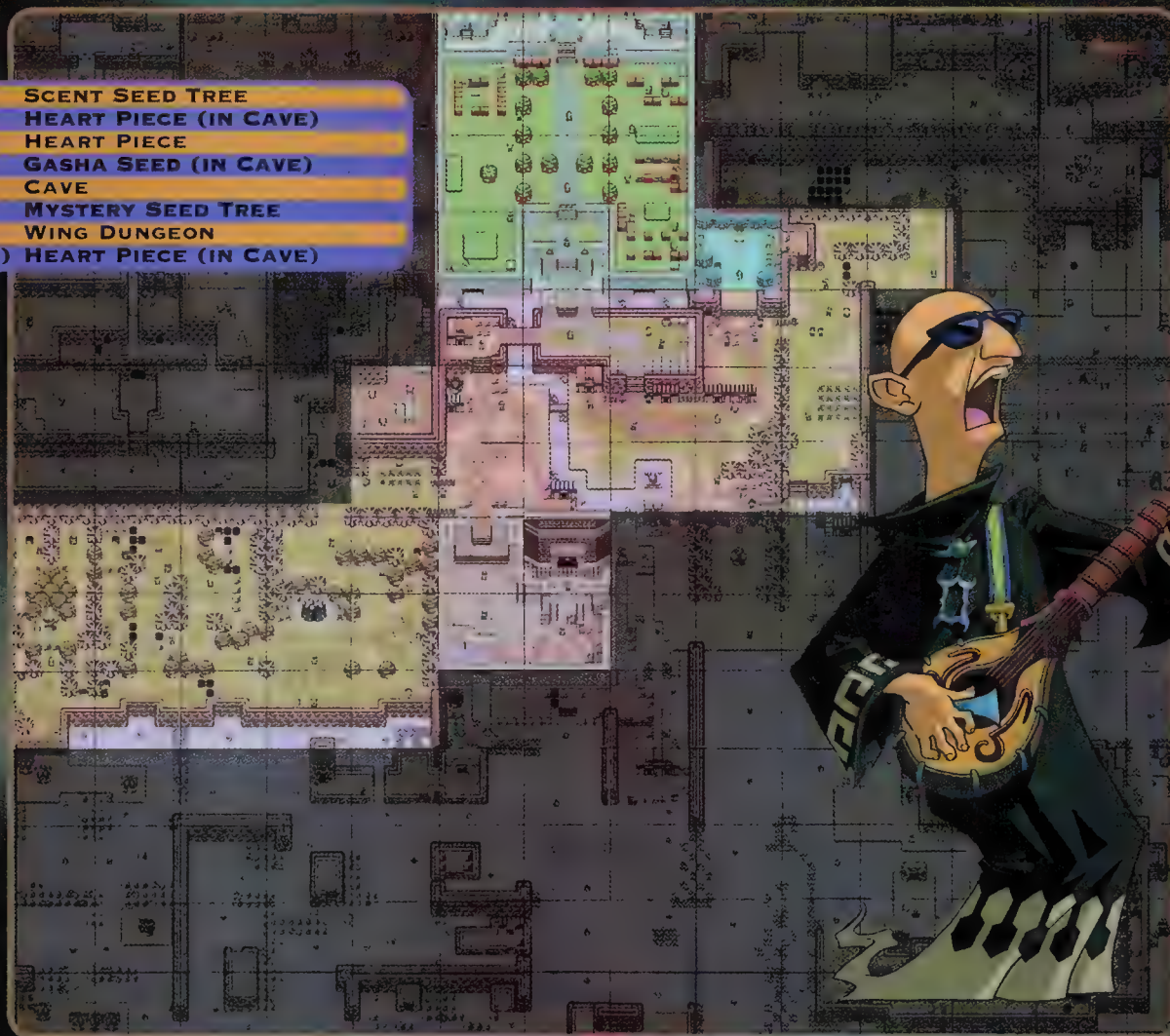
Before leaving Yoll Graveyard, speak to the Ghost near the Spirit's Grave. Equip the Power Bracelet and push back the headstone to reveal a staircase, then descend. Speak to the Ghost again and he returns to the surface. Go to the surface and speak to the Ghost once more. When you do, he gives you his Poe Clock. This is the first item you need to start the trading game. Refer to the last section of this walkthrough for the complete trading game details.

Level 2: Wing Dungeon



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- (3,F) SCENT SEED TREE
- (6,E) HEART PIECE (IN CAVE)
- (8,B) HEART PIECE
- (8,C) GASHA SEED (IN CAVE)
- (8,E) CAVE
- (9,A) MYSTERY SEED TREE
- (9,D) WING DUNGEON
- (10,B) HEART PIECE (IN CAVE)



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FAIRIES' WOODS

Return to Lynna City and have your rings appraised by Vasa before journeying west to the Fairies' Woods. When you enter the Fairies' Woods, you stumble upon three mischievous Fairies who want to play a game of hide and seek. Though you really don't have time to play games, this trio won't let you continue your adventure until you play with them.



leave you alone to continue your quest and you're transported to the Fairy Tree.

Watch for where the Fairies hide, then search for them. The trick is that the Fairies magically alter the woods, making the hiding place of the third Fairy almost impossible to find. If you get stuck, move in and out of a screen, back and forth until you see the location of the Fairy, then reveal its hiding place. After you've won the game, the Fairies



suggests you check out Nayru's House (4,K) to look for a clue.

From the Fairy Tree, head east and you see a house with a warning sign. Remove the boulder from the path and the house crumbles. Afterward, when the Maku Tree speaks to you, you discover that the boulder you dislodged was the only thing holding the building up and allowing you access to a cave. The Maku Tree

NAYRU'S HOUSE



Once at Naryu's House, talk to Impa and she complains about drafts in the house. Move the statue in front of her to the left to reveal a secret staircase. In the room at the top of the stairs you find the Harp of Ages. Suddenly, Naryu's

apparition stands before you. Nayru tells you she hid the Harp of Ages long ago just in case something bad happened to her. By playing certain tunes, she says, you can travel through time. The first tune you learn is the Tune of Echoes. By playing the Tune of Echoes, you can unlock the Time Portals found throughout the land. Step into a Time Portal to travel through time to another age. As you journey, you may learn more tunes that let you travel through time more freely.

When you leave Nayru's House, the Maku Tree recognizes the Harp of Ages you now carry. Although the cave in the present has crumbled, perhaps the cave in the past is still accessible. Play the Harp of Ages, then step into the Time Portal that appears next to Nayru's House.

DEKU FOREST

After you return to the past, travel to Lynna Village and head for the southwest corner to find the forest (8,E). When you find the stone house (9,D), speak to the owner. He knows of the cave but can't reach it because a large rock blocks all passage. On your way to the stone house, you probably passed a man standing near the shore talking about the strength of Ambi's Bombs.... As you travel through the woods, you discover caves that can only be accessed by removing large rocks. Search these caves, destroying the monsters inside to gather Gasha Seeds and Rupees. You will stumble upon Business Scrubs selling Shields. Make sure you buy from the one selling them for 10 Rupees each and not the one selling them for 30 Rupees.



Collect the Mystery Seeds from the Mysterious Tree outside the second cave. As soon as you exit the cave area and head toward the water's edge, one of Ambi's Guards spots you with the Mystery Seeds. This is what Ambi has been looking for! The guard decides to take you to Queen Ambi herself!

QUEEN AMBI'S PALACE



Queen Ambi tells you how happy Nayru will be to have the Mystery Seeds. As your reward, you are given 10 Bombs. After Link leaves Queen Ambi's Palace, even more of Veran's evil plan is unveiled in a cinematic. After you regain control, return to the Deku Forest and the house near the cave. Place a Bomb near the door to gain entrance to the Wing Dungeon (9,D). Save your game before you enter.

WING DUNGEON



- (3,D) DUNGEON MAP
- (2,A) SMALL KEY
- (4,E) COMPASS
- (6,F) SMALL KEY
- (1,B) MINI-BOSS: SWOOP
- (3,E) GASHA SEED
- (3,F) SMALL KEY
- (2,G) BOSS KEY
- (1,G) BOSS: HEAD THWOMP
- (1,H) ANCIENT WOOD ESSENCE



- (2,C) ROC'S FEATHER, 30 RUPEES
- (1,E) SMALL KEY
- (1,C) SMALL KEY



Bash pots to try and regain health, then equip your sword and shield. As soon as you step through the door to the next room, Spiked Beetles attack. Hit them with your shield to flip them over before bashing them with your sword. When the last of the Spiked Beetles has been defeated, the door on the west side of the room unlocks.



Walk down the hall and up the steps. The cube needs to be pushed into the opening between the blocks. Because the top of the cube has to be a certain color when it lands, you can't just push it up into the opening. To complete the puzzle and unlock the door, move the cube like this:

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- Down two times
- Right three times
- Up three times
- Left one time
- Down one time
- Left six times



Once through the door, move a block and head east, dispatching Snake Ropes as you go. Exit through the northern door, watching out for wandering Keese as you head to the western exit of the next room.

Stay clear of the Sparks and Gels as you travel to the west exit. Destroy the Pig Warriors and Keese in the next room to drop a Small Key from the ceiling. Return east past two rooms, then south one room. When you reach the larger room with the tracks, go up the steps and place a Bomb in front of the wall on the southeast side. Open the chest you find to get a Dungeon Map before returning to the previous room. Move the left and right blocks on the top row south, then move the center block left or right to exit this room.

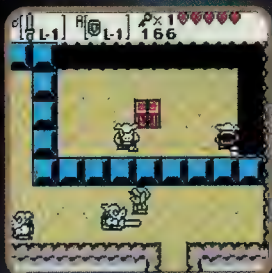
When you reach the room with the Spiked Beetles, either try to outrun them or pick them off one at a time. When you reach the east side of the room, use your Small Key on the door and exit.

There are several Snake Ropes to bash in this room. Clear your path and get the Compass from the chest in the northeast corner once the block has been moved. Place a Bomb at the crack in the southern wall and enter.



Destroy the enemies before taking the stairs in the center of the room. Watch out for the Keese flying around as you cross over this subterranean passageway—drop to the floor and try to pick them off from the ground if you like, but it shouldn't be necessary.

When you reach the upper level, be prepared for more Snake Ropes to attack. Destroy them all and a chest appears with a Small Key inside. Take the key and return to the previous room via the sub-floor passage. Head north past the chest where you retrieved the Compass, then head through the door.



Two Pig Warriors are waiting for you as soon as you enter this new room. If you're patient, you can eliminate both of them while standing in the doorway, sustaining little or no damage yourself. The other two Pig Warriors, surrounded by blocks, can also be eliminated from this room.

Go to the locked door on the west side of the room and enter with your Small Key.



Get rid of those pesky Keese before jumping into the mine cart and riding into the next room. Bash any enemies you can from the mine cart as you ride through the next room, checking your hearts as you go. If you're low, fill up before heading through the northern door.

Mini-Boss: SWOOP

During this two-part boss fight, Swoop first flies overhead, hovering near your location. When he starts to flap his wings really hard, he's getting ready to land with a big thud. Make sure you're not underneath him!



As soon as he hits the floor, bang away with your sword.

Note that when he lands, he creates a hole in the floor that you can fall into if you're not careful. A good tip is to have him land on the blue area of floor. It's harder than the center and Swoop can't create a hole there, so there's no danger of falling in.

The second phase of this boss's attack is a straightforward bounce. He bounces several times on the floor before coming to rest for a second. Wail on him during this time.

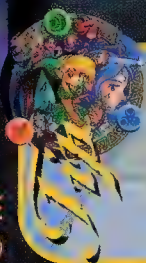
To beat Swoop, travel along the outside perimeter of the floor, keeping an eye on his shadow. When he gets ready to land, keep one to two squares away from him, then turn and strike.

After Swoop has fallen, take the northeast exit and go down the stairs. Be prepared for Anti-Faeries and Shrouded Stalfos when you enter the room. Get to the door at the bottom of the room and exit. Defeat the Shrouded Stalfos in the next room before exiting through the east door. A Gel may surprise you near the door.



If you time it right, you may be able to hit the pair of Sword Stalfos into the abyss at the same time. After they're gone, take the stairs up. Take out as many Keese as you can before heading toward the Thwomp. Trick the Thwomp into falling by starting to head east, then quickly returning to the west.

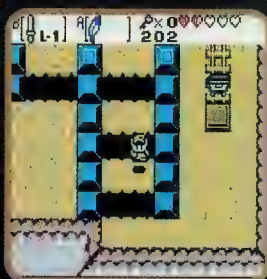
As it ascends, scoot across the bottom of the screen to pick up the Roc's Feather from the east side of the room. Equip the Roc's Feather, then return to the other side of the room.



IF YOU RIDE THE THWOMP UP, YOU FIND 30 RUPEES ON THE LEDGE ABOVE.

After clearing the returning Sword Stalfos from your path, there's a tricky little puzzle to unlock the next door. On either side of the yellow tile are weakened floor tiles. The trick is to jump over the yellow

floor tile to change its color to blue, jump over it again to change it to red, then go through the now-unlocked door.



Wipe out the Keese before hopping over the gaps using your Roc's Feather. Jump into the mine cart and ride it into the next room, hitting the track switch once so your cart stays in this room. Use a Bomb on the cracked east wall and enter.

Defeat the Keese and the Sword Stalfos and a chest appears with a

Small Key inside. Return to the mine cart room and move the colored cube like this:

- Left two times
- Down once
- Right three times
- Up once
- Left once
- Up once
- Right once
- Up once
- Left once

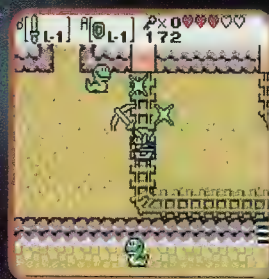


When the cube lands in the hole, the switch light changes to blue, the arm rises, and the mine cart can pass into the next room.



To take out the Peahats in the next room, avoid them until they stop moving, then blast them with your sword. After the Peahats are gone, use the Roc's Feather and jump over the floor tiles until they match the tiles to the left. Jump over the east side twice and the west side once.

This causes a Small Key to drop from above. Go through the west door.

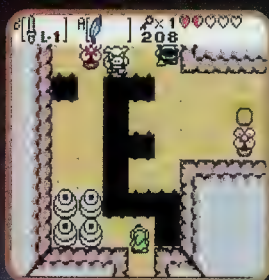


Go to the west side of the room and take the stairs up. After you're in the next room, go through the door on the southwest side of the room. Hop across the gaps until you reach the train track light. Jump over the tile twice to change it to blue, then return to the door in the northwest corner. Take out the Keese before

attempting a jump or you could end up falling. When you return to the portal room, exit the dungeon and replenish your hearts before proceeding through the rest of the dungeon.

From the portal room, exit through the northeast door. Cross the room and jump into the mine cart. As you travel through the next couple of rooms, be prepared for Snake Ropes and Keese to attack as you go by.

After the mine cart stops, hop across the gaps to the chest and get the Casha Seed. You can pick off one of the Pig Warriors from across the gap as well. You have to hop over to the chest to pick off the second one. Exit through the northern door.



Peahats and Pig Warriors lurk in the next room. Be patient and take them out carefully. Push the stone jars in front of you for cover as you close in on a Pig Warrior. It's important to keep one of the jars on the west side intact. After you've cleared the room of enemies, maneuver that jar around the corner and push it

onto the switch. Use the Roc's Feather to hop across the gaps as you push the jar along its path. Go through the eastern door.



Avoid the Anti-Faeries as you head toward the bottom of the room. Take out the two Pig Warriors before attempting the tile puzzle. This puzzle's pretty simple: Match up the statues on the right with the pattern on the left. First, jump over the tile near the fire pit once to change it to yellow. Move the yellow statue to

the left twice. Return to the tile and jump over it again and the color changes to blue. Now move all the blue statues on the right to match the blue statues on the left. Return to the tile below the fire and jump over it again to change it to red. Move the red statues on the left to correspond with the red statues on the west. When the puzzle is complete, a Small Key drops from the ceiling. Exit this room by using your key in the northeast door.

There's a whole lot of jumping going on in this room. The only way you can destroy the Gels is to



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change the floor tiles to a different color than the Gels are. Hop over the tiles to change the floor color. This makes the Gels visible. Then, bash away until they're all destroyed. A chest containing a Boss Key appears once all of the Gels are defeated.

Exit through the door and cross into the next room. Use your Small Key on the door in the north wall, watching out for the Keese and Sparks in this next room as you make your way to the Boss door. Unlock the door and bash pots to find Bombs and Fairies. Max out your supplies and equip your Bombs before taking the stairs up to meet Head Thwomp.

BOSS: HEAD THWOMP

Head Thwomp can be fairly easy to defeat if you're careful about when you bomb it. Drop a Bomb on Head Thwomp when its color changes to red. When you do, it sustains damage and drops a heart. There is absolutely no reason to get on the moving platform that circles Head Thwomp. You can easily hit it with the Bombs from either the east or west side. If you throw a Bomb into him when he's blue, he spits out little fireballs. Run from these attacks. If you throw a Bomb into Head Thwomp when he's purple, he causes a little earthquake and boulders fall from above. Finally, if you damage Head Thwomp with a Bomb when he's green, large fireballs fall from above. Avoid these by standing on the highest northern ledge. If you throw a Bomb from either the highest western or eastern ledge, you should be able to hit the mark without any problem. Bomb Head Thwomp four times to defeat him.



Pick up the Heart Container that falls After Head Thwomp has been defeated, then climb down the eastern ladder. Walk into the room to the east and receive your next essence, the Ancient Wood. When you hear the Maku Tree speak to you again, she tells of an essence that may be on Crescent Island. Find a way there from the town's coast.

HEART PIECES



If you haven't found the Heart Piece in the Deku Forest yet, get it now before leaving the forest. Head west, then south. Hop over the gap and burn the sapling on the west side to reveal a secret stairway (10,B). Go down the stairs and defeat the Keese and Gel as you make your way to

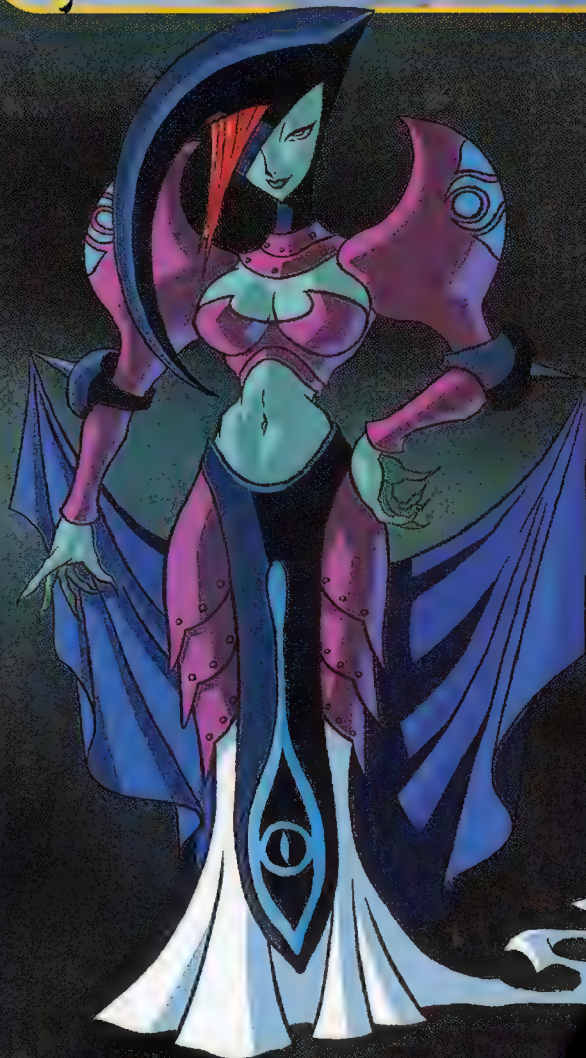
the Heart Piece in the east room. Hop over the right side of the wall and follow the path to the stairs in the northeast corner. When you emerge from this cave, you are very near Lynna Village.



A second Heart Piece can be found in Talus Peaks. Travel north, then climb the stairs and follow the path around to the cave entrance (5,D). After you're inside the cave, clear the path of stone jars to reach the Heart Piece on the platform in the northwest corner. Don't linger on the ledges or you'll fall through. Hop back over the ledges and exit the cave, heading back to Lynna Village.



IF YOU HAPPEN TO SEE A SHADOW ON THE GROUND, IT'S MAPLE FLYING OVERHEAD. IF YOU DON'T WANT TO ENCOUNTER MAPLE, JUST WALK OFF THE SCREEN IN ANY DIRECTION AND RETURN.



Level 3: Moonlit Grotto



- (6,L) CHEVAL'S GRAVE
- (7,K) RICKY
- (7,M) MOOSH
- (8,I) EMBER SEED TREE
- (10,I) RICKY'S GLOVES
- (11,J) TIME PORTAL
- (11,M) SCENT SEED TREE
- (11,N) SOFT SOIL
- (12,N) WILD TOKAY
- (13,L) SOFT SOIL
- (13,N) TIME PORTAL
- (14,J) TIME PORTAL
- (14,K) FAIRY CAVE

RETRIEVING ZORA'S FLIPPERS



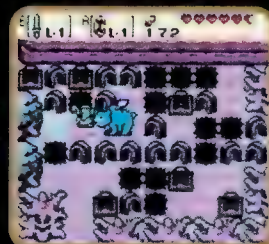
Travel to the Ember Seed Tree (8,I) near the South Shore. You can always pinpoint your location by referring to the map ([SELECT]). Travel south, then east. Jump the gap in the bridge and go into Cheval's House. Cheval's life work is inventing flippers and rope that won't decay in water. Maybe Cheval

can help you later. Leave Cheval's House and Ralph appears, asking if you're looking for Cheval Rope. Apparently, he has seen a grave back in the present that has that name on it. Time to travel! Activate a portal (5,I) and return to the present.

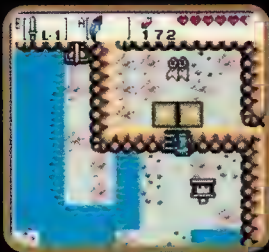
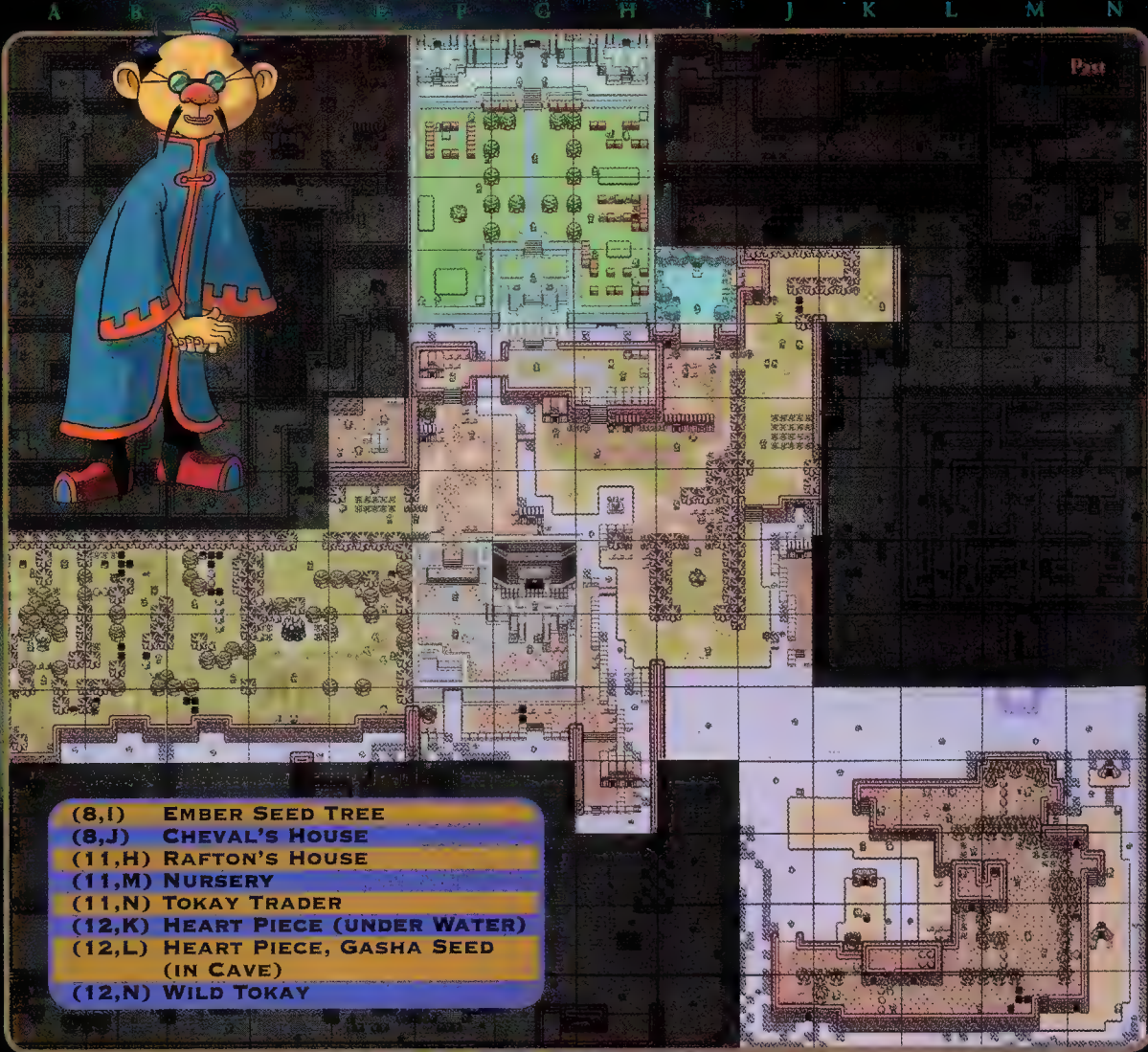


When you return to Lynna City, head east to Yoll Graveyard (7,L). Continue east and you'll find Moosh being attacked by three Ghinis. Defeat the Ghinis and talk to Moosh, who offers to help you. Go west, then north, tapping the + Control Pad to have Moosh fly over the pits.

When you reach the headstone nearest the boulder, push the headstone up to reveal a staircase. Walk down the stairs, traveling north, east, and then south. Avoid the Hardhat Beetles and bash the Gels on your way. Equip the Roc's Feather and hop across the water. Read the sign at the bottom of the steps; it says that Cheval has left his invention for someone with the right stuff.



The Legend of Zelda: Oracle of Ages Walkthrough



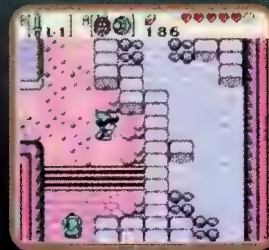
West of the steps is an orange lever. With the Power Bracelet equipped, pull the lever all the way back. Quickly switch to the Roc's Feather, then hop over the water, climb the steps, and retrieve the Zora's Flippers before the blocks reset. You can now swim and dive. Using the Zora's Flippers, swim north, then west. Climb the steps to get the Cheval Rope. Swim south to reach the shore, then exit the water and climb the stairs out of this area. Leave Yoll Graveyard and activate a Time Portal to return to Lynna Village.

THE RAFT RIDE

Travel to the South Shore near the Ember Seed Tree (8,I). Travel north, west, then south. Cross the bridge, then head south until you reach the water. Go through the eastern door—when you enter, Rafton wants



your Cheval Rope to finish his raft. Give him the rope and he promises you a ride when his raft is done. However, you need a chart if you want to go out to sea.



Head north from the raft maker's house and you'll run into Ralph again. Perhaps the information Ralph provides about a map will help. Activate a Time Portal (5,I) and return to the present.

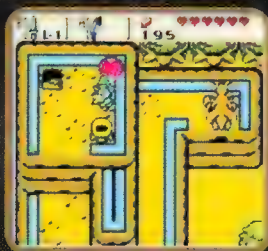


Travel to the Forest of Time, south of where you returned through the Time Portal, then north to Yoll Graveyard. At the entrance to the graveyard, you meet Ricky (7,K). Apparently, Ricky has lost his gloves somewhere on the beach near a tree. Maybe if you find Ricky's Gloves, he can help you in your quest.

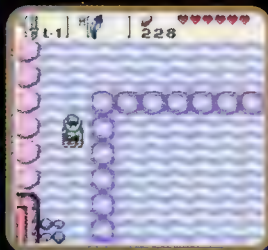


Head south, west, and south again, hopping over the pit. Then head south once more, and west. When you reach the tree surrounded by boulders, use your Shovel to dig up the rubble until you find Ricky's Gloves (10.1). Return the gloves to Ricky and he offers to help you out.

Travel south with Ricky, punching the plants to the left down. Head west and Ricky hops up onto the first ledge you come to. Follow the path around and hop over the pit to reach the next ledge. After Ricky hops onto the ledge, dismount him. Jump up and slash the balloon using the Roc's Feather and your sword. Speak to the balloon man and you meet Tingle, the only true Fairy. As a sign of friendship, Tingle gives you the Island Chart, a way to the secret island. Now you can return to the raft builder in the past.



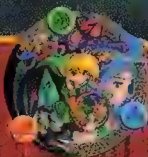
JUST EAST OF THE MAKU TREE, TORCH THE SAPLING SOUTH OF THE STEPS TO OPEN A CHEST CONTAINING 30 RUPEES.



When you reach the raft builder, he's ready for you. Exit his house through the western door and the raft is waiting. Walk onto the raft and use the + Control Pad to steer it. Sail around to the west—you may even see a pirate ship sailing about! When you're ready, return to the point of origin and head south.

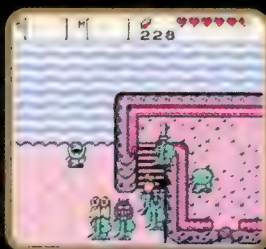
Caution

KEEP YOUR DISTANCE FROM THE WHIRLPOOLS! IF YOU GET SUCKED INTO ONE, IT CAUSES 1/2 HEART WORTH OF DAMAGE.

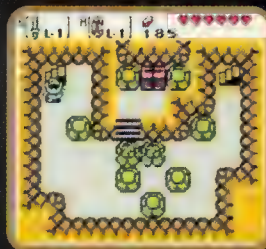


CRESCENT ISLAND

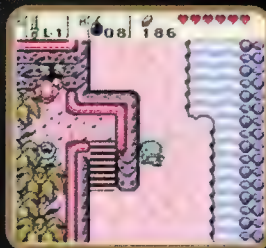
Sail north and the sky suddenly becomes dark. When you wash up on shore, Tokays take all of your belongings. Your Shovel is with a Tokay in the southwest corner. Another Tokay has your sword in a cave. Travel around the island looking for your items.



In the hut in the northeast, one enterprising little Tokay is perfectly willing to trade your items for seeds. If you don't have the seeds he wants, he takes your Shovel. If you've already explored the other areas mentioned, it's ok to make the trade. You have to explore the island incrementally, based on the tools you have at the time.



Head south, then up the steps and to the east of the trees. Follow the narrow path to the steps. When you enter the cave you see cracked blocks impeding your passage to a chest. Head up the eastern stairs and retrieve the Bomb. Return to the previous room and bomb the cracked blocks. Get a Casha Seed from the chest.



Travel to the steps south of the trading hut and place a Bomb on the cracked wall. Inside is the Wild Tokay, a game room for all physically fit Tokay. Today's prize is a Scent Seedling—just the thing you need to get some of your stuff back! To win the game, just toss meat to each

Tokay that runs by on the left and right. If you give meat to each one, you win. However, if you miss even one Tokay, you lose.



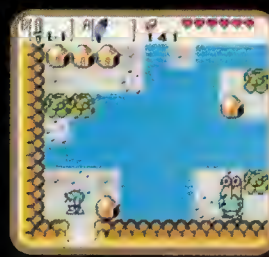
YOU CAN'T PASS THE MEAT TO THE TOKAYS, YOU HAVE TO TOSS IT TO THEM. SO FROM THE CENTER, AIM THE MEAT AT EACH TOKAY THAT PASSES AND SLING SOME HASH.



When you win, you receive the Scent Seedling. Take it to the nursery (11,M) for it to be planted. Don't hang around waiting for Scent Seeds—it's going to take a while. Return to the trading hut and trade until you get the Roc's Feather. Leave the trading hut and head

south, then west. Climb up the steps, then hop over the gap and continue west.

Head north before the open cave entrance and bomb the cracked wall. Alternate between the Bombs and the Roc's Feather to make your way to the southeast corner. Talk to the Tokay and get back Zora's Flippers. You can now cross over the water and leave this cave.



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REMEMBER TO RETURN TO THIS CAVE AFTER YOU HAVE YOUR POWER BRACELET BACK. THE DARKENED WATER IN THE NORTHWEST CORNER LOOKS INTRIGUING.

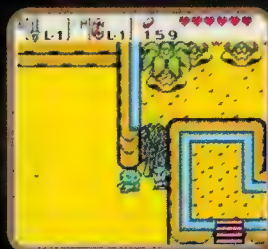
Go to the trading hut and get your Power Bracelet. Now return to the cave where you found your flippers. Take the northern path to reach the cave entrance because you don't have the Roc's Feather now. Remove the boulders from the small body of water in the northwest corner and dive into the darkened water. Swim around the path, climbing the ladders and stairs to reach the Tokay who has your Seed Satchel.



If you head east and hop down off the ledge, you crush the plant underneath. Return to the trading hut to trade 10 Mystery Seeds for the Roc's Feather. Head south, then west. Climb the steps and hop the gap to reach the cave. Clear out the stone jars from around the stairs and climb

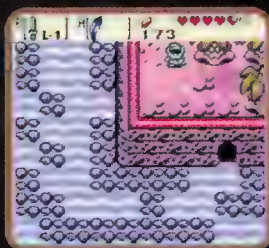
down. Swim to the west and climb up the ladder. With the Roc's Feather equipped, hop east and climb up the ladder. Break the stone jars and exit the cave. Talk to the nearby Tokay to regain your Harp of Ages. Return back through the caves. You don't have to use the ladders, just break a stone jar and swim across.

A Time Portal is near the hut south of the trading hut. Use your Harp of Ages to activate it and return to the present. When you return to the present, you're still on Crescent Island. Talk to the Tokay in the hut near the water's edge (14,N) and learn that he has an awful cold. He needs something strong-smelling to clear his congested head. Head west, then up the steps.



Pass by the first set of vines and go north, then loop around and climb down the next set of vines. The third set is to the northwest—if you see a wilted plant next to a tall ledge, that's your vine. Return to the past and push the vine next to the ledge, then warp back to the present and climb up the vine. Collect the Scent Seeds from the tree before hopping down off the east ledge to activate the Time Portal and return to the past. Go back to the Tokay Trader and trade for the last of your items back.

Still in the past, travel to the Tokay that had your Harp of Ages. Head north, west, then south to reach the second Time Portal on Crescent Island. Clear the rubble from around the Time Portal and activate it, then



travel back to the present. After you return, go north three screens, then go east to the next area. From here, head south twice and follow the path around to the Moonlit Grotto.

MOONLIT GROTTO

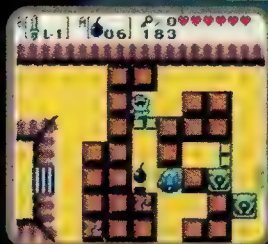


- (6,C) DUNGEON MAP
- (4,E) SMALL KEY
- (6,B) SMALL KEY
- (3,E) SMALL KEY
- (3,C) 30 RUPEES
- (1,B) SEED SHOOTER
- (4,D) GASHA SEED



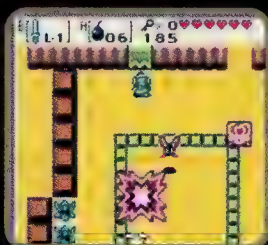
- (6,B) COMPASS
- (5,D) GASHA SEED
- (1,C) SMALL KEY
- (3,C) 20 RUPEES
- (2,D) MINI-BOSS: SUBTERROR
- (3,E) BOSS KEY
- (1,B) BOSS: SHADOW HAG
- (1,A) ECHOING HOWL ESSENCE

In the first room, use Bombs to blow up the cracked blocks and then move the blocks out of your way to access the area to the west. Bomb the Pals Voice to activate a chest with the Dungeon Map inside. Return to the previous room, moving and bombing blocks to reach the northern room. Destroy the Mini Moldorms to unlock the east door and exit the room. You must defeat the Iron Masks in this room. Break the Crystal with your sword but watch out for the Iron Masks. They can only be defeated from behind. When you shatter the Crystal, you hear a loud noise, like something being shaken loose.



Go down the steps to the wheel. It sends you down the east hall. Head to the east side of the room and start dropping Bombs near the cracked blocks. Shove the northern block down and toss another Bomb to bust the block near the Crystal. Go to the south side of the Crystal and move the block north. Break the Crystal with your sword—you hear another loud noise after the Crystal is broken.

Push the block next to the broken Crystal up and move the statue right twice, up twice, left once, then down once to have a Small Key drop from the ceiling. Take the Small Key and return to the wheel. This time the wheel sends you back down. Go south, then west through the rooms until you reach the locked door. Go through the door and fall into the pit. Defeat the Gels and Tektites in this room and head south. Defeat the Mini Moldorm behind the green wall, then exit through the newly-opened door in the southeast corner.

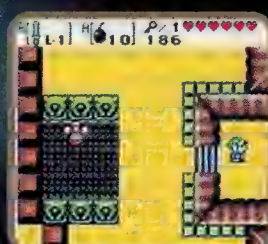


Toss Bombs onto the Pols Voice within the green-walled area. After they are defeated, head north through the now-opened door. Follow the path around on the left and take the stairs up. Shatter the Crystal, then return to the stairs and go down. Throw Bombs at the Mini Moldorm to unlock the door behind you, and travel west to the next room.

Toss a Bomb on the switch to activate the Armos Statue. Destroy the statue and retrieve the Compass from the chest. Go up the stairs in the northwest corner and collect Bombs from the plants as you head south and west into the next room.

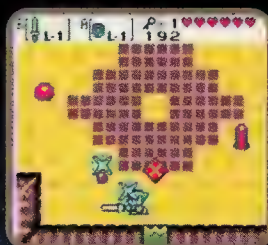


This block puzzle is fairly simple. Push the northern block up, and the west and east blocks left and right respectively, to have a Small Key fall. Take the Small Key and head back to the east. Continue east and hop over the ledge toward the cracked block in your path. Bomb the block, then replenish your Bombs and health by chopping down nearby plants.



Go north through the main room, and north through the next room. You should be back in the room where you fell into the pit. Watch out for the Peahats in here. Wait until they stop spinning before trying to attack them. Exit this room through the eastern door and you're back to the wheel. Step into the wheel and it takes you to the south hall. Go back to the Peahat room and enter the wheel again. This time the wheel sends you up the north hall.

Defeat the Like Likes, then head east and go through the door. Activate the statues by stepping on the switch in the northeast corner. Use Bombs to defeat the statues and collect the Small Key that drops from the ceiling. Return to the west and use the Small Key on the door in the north wall.



In this room, defeat several Gels roaming about and defend yourself against the attacking tiles. Use your shield to defend yourself against the tiles and your sword to defeat the Gels. You can also dodge the tiles and let them bust into the walls. Go through the door on the west. In the next room, go west and exit through the northwest door. Cut down as many plants as you need to earn Rupees and hearts, but watch out for the Spiny Beetles that may lurk under plants.

Go up the steps and south to get a blue Rupee from the chest. Return to the locked door and enter. As soon as you enter this room, exit to the west. Destroy the Arm-Mimics and Mini Moldorms inside and a chest containing the Seed Shooter falls. Get the Seed Shooter and exit through the east door.



Arm yourself with the Seed Shooter and light the torch by shooting an Ember Seed at it. Exit this room to the south. Be sure to travel to the northeast exit to leave the next room. Do not go through the southern door yet. Defeat the Gels and tiles once more, then go through the southern door. Use the Seed Shooter to bust the Crystal. Stand next to the bottom block and aim to the northwest. When you fire a seed, it ricochets off the walls and smashes the final Crystal. Exit through the southern door and get the Gasha Seed from the chest. Exit this room through the west door and drop into the pit again.

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Defeat the Tektites and Gels, then head east to the wheel and travel south. Defeat the Iron Masks and move to the southeast corner of the room. Push the three bottom blocks into the pit, then ricochet your shots off the wall to light the torches.

When both torches are lit, a chest falls from the ceiling. Another Gasha Seed is inside the chest—collect the seed and head west.



IF YOU RUN OUT OF EMBER SEEDS TRYING TO LIGHT THE TORCHES, GET MORE BY CHOPPING DOWN PLANTS IN THE ROOM TO THE WEST.

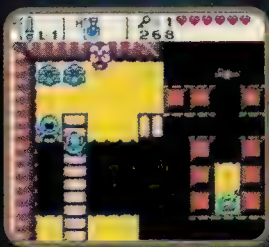
Go back to the wheel from the west side. This time the wheel sends you north. Avoid the Peahats while continuing to travel north. Enter the door north of the Peahat room to battle Subterror.

Mini-Boss: SUBTERROR

This boss is easy as long as you watch the ground for shadows and thus the Subterror's sudden appearance. Equip your Shovel so you can dig up Subterror, then bash him with your sword. Watch out for his drill to come popping up from underground.



After Subterror has been defeated, head north and wipe out the Mini Moldorms. Push the lower right block west to line it up with the block above it. A Small Key falls; pick it up and return to the wheel room. The wheel sends you west. Go through the northern door to exit this room.



Defeat the Peahats first, then hit the Crystal twice. This causes the short wall to change its position. Fire your Seed Shooter to hit the switch below and cross the bridge. Hit the new Crystal twice to reposition the short wall. Once more, fire the Seed Shooter at the short wall to create a new bridge. Cross the bridge and get the blue Rupee from the chest. Travel north through the door using your Small Key.

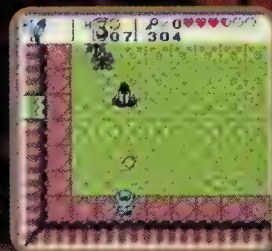
Use the same method as before to create bridges and cross over the chasms. Once more, watch out for the Peahats as you cross this room. Head north and move the block east.

Return to the wheel area and it places you on the east side. Head east to reposition the short walls to hit the switch and unlock the door. Step on the switch until the wall is angled east, and once the door is unlocked, head north. Collect the Boss Key from the chest before dropping off the ledge to the west and returning to the Boss door. Stock up on seeds and hearts outside of the Boss Room before unlocking the door and confronting Shadow Hag.



Boss: SHADOW HAG

Use the Seed Shooter to propel seeds off the walls and hit Shadow Hag. If you look directly at her to fire, she goes underground and you can't affect her.



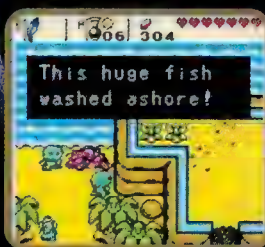
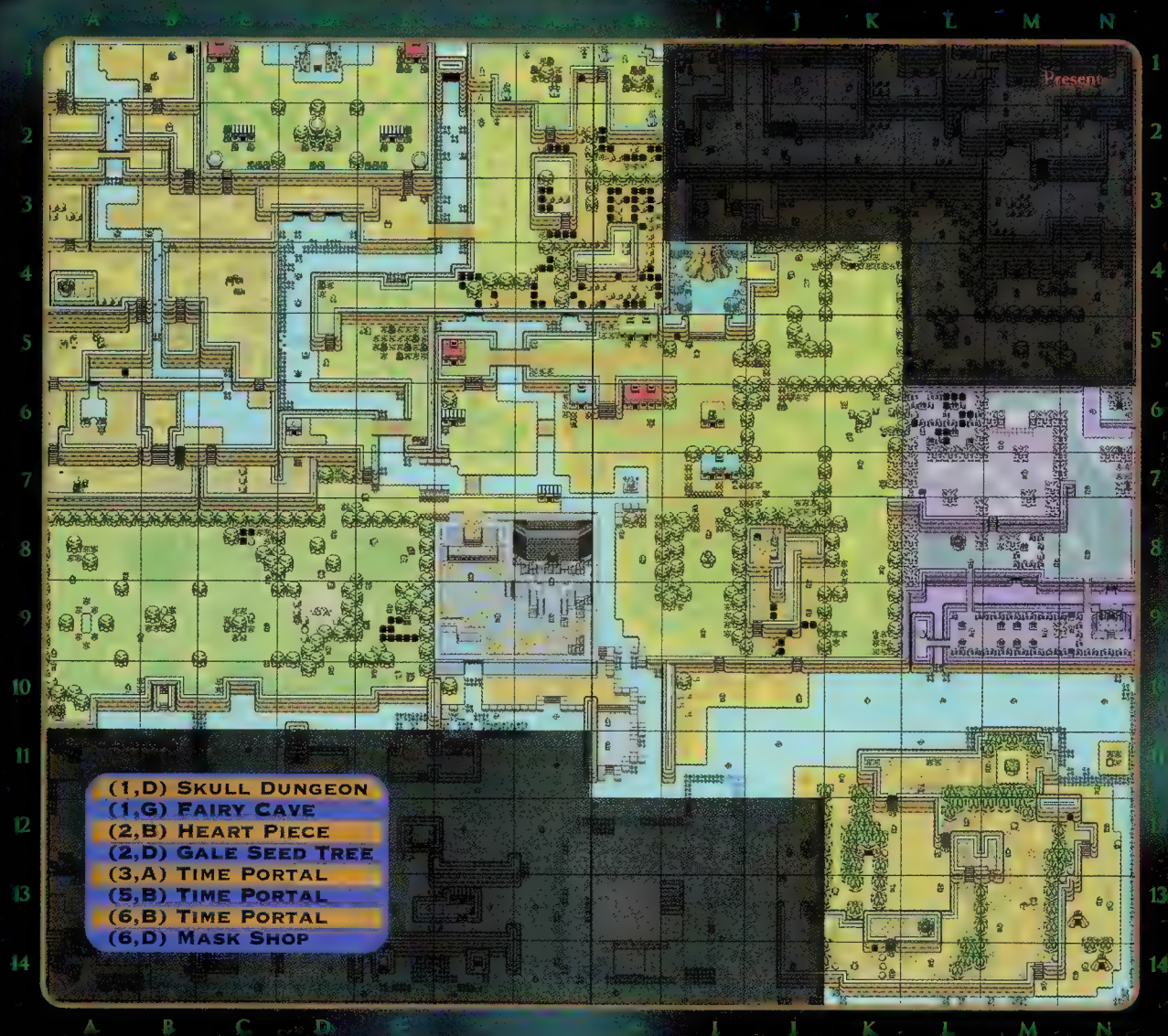
When Shadow Hag unleashes a cloud of butterflies, slash them with your sword to replenish health and seeds. The best strategy to use against Shadow Hag is patience.

Use the Roc's Feather to hop over her shadows, then, when she starts to materialize, line up with her. Face the wall with your back to Shadow Hag, and fire a seed. Then move out of the way so she gets the full impact of the blast. It doesn't matter what type of seeds you hit her with, so if you run out of one kind, load up with another kind.

After defeating Shadow Hag, go into the room to the west where you receive your next essence, the Echoing Howl. Once again, the Maku Tree speaks to you from across the distance. She hears an essence calling from the peaks north-west of Lynna City. Save your game before heading off.



Level 4: Skull Dungeon

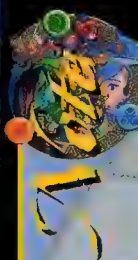


Head north from the Moonlit Grotto and you come upon some Tokays near a huge lizard. Give seeds to the Tokays around the lizard and they go away. Talk to the lizard and discover that his name is Dimitri. To show his gratitude, Dimitri agrees to give you a ride. If you want to return to Lynna City quickly, travel up and over to the

west. However, before you head back to the city, explore the nearby area. Just remember, as soon as you touch dry land, Dimitri leaves, so if you want to do some exploring, stay away from the shore.

STOCKING UP IN LYNNA CITY

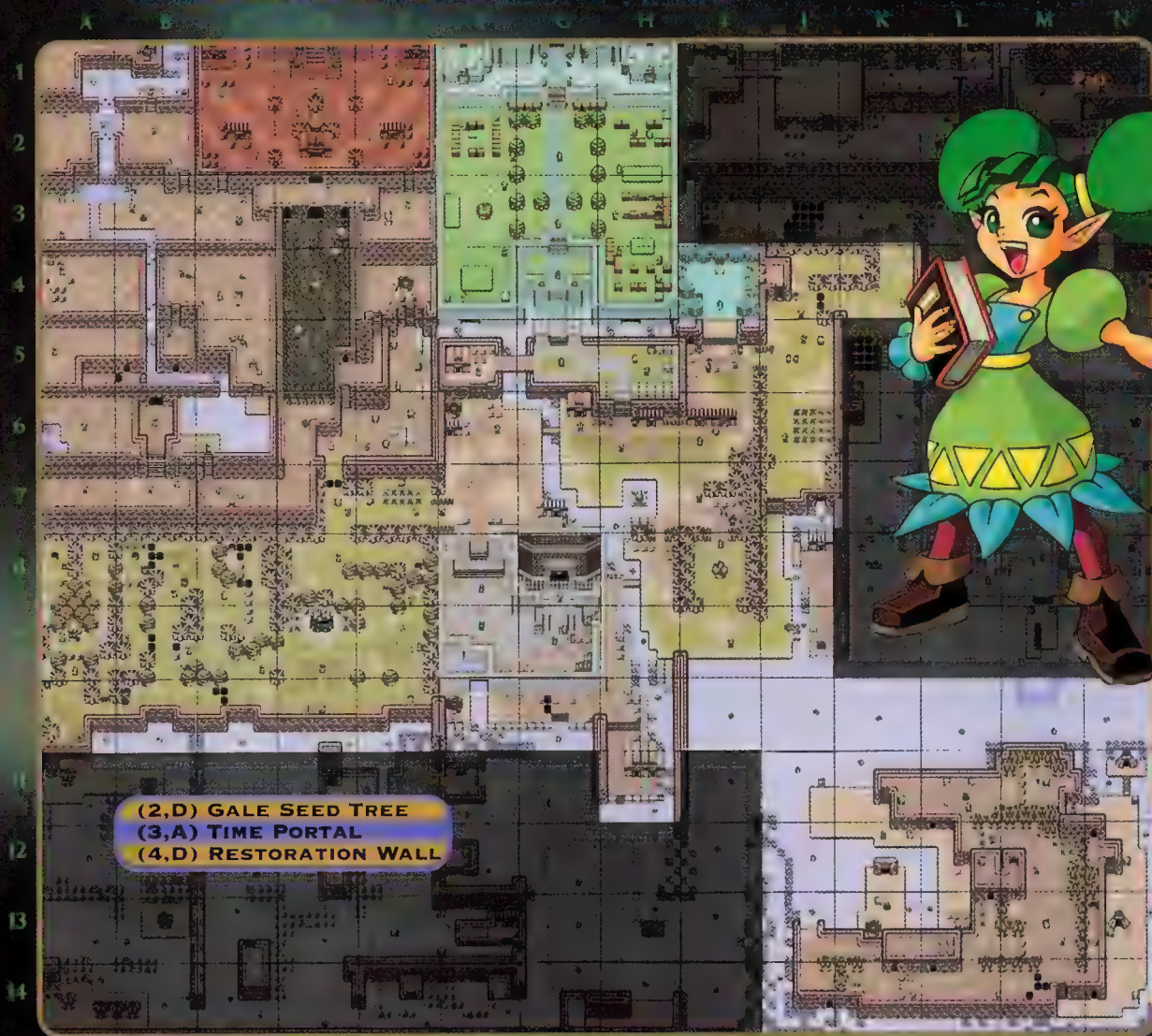
After you arrive in Lynna City, stop by the Shop and purchase the Strange Flute. You can also have any of the rings you may have found appraised by Vasu. Before heading northwest, check out the Forest of Time.



IF YOU WANT RICKY TO BE YOUR ANIMAL PARTNER, PLAY THE SHOOTING GALLERY GAME IN LYNNA CITY. IF YOU SCORE MORE THAN 250 POINTS, YOU WIN A STRANGE FLUTE! IF NOT, YOU END UP BEFRIENDING EITHER DIMITRI OR MOOSH BY BUYING THE STRANGE FLUTE AT THE SHOP.

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Before leaving the Forest of Time, warp to the past and visit the Post Office and Toilet to start the trading game. Read all of the details of the trading game at the end of this walkthrough.



Now that you have the Seed Shooter, you can enter the cave that Ricky took you to before and speak to Tingle (8,10) again. Use the Roc's Feather and the sword to drop Tingle. When you do, Tingle upgrades your Seed Satchel, allowing you to carry 50 of each type of seed.

Travel to the Mask Shop (6,D), west of Lynna City. North of the Shop, use it to burn down the sapling, then use the Seed Shooter again to hit the switch, causing a bridge to form. Cross the bridge and head north to Nuun Highlands.

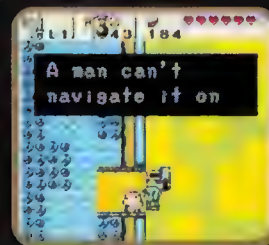


NUUN HIGHLANDS



Use the Seed Shooter on the Buzz Blobs before heading west. Follow the path up and around, watching out for Zoras shooting fireballs from the water. When you reach the end of the path, cross over the shallow water to the steps in the east.

Speak to the man near the bridge and learn that his workers haven't returned and he can't go off to look for them. Sounds like a job for you! When you look around, you'll see men in the water, but you have no way to reach them. There's really nothing that you can do on your own right now, so head back toward Lynna City.



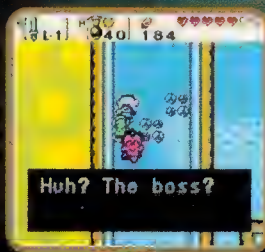
THE TERRAIN IN THIS AREA DIFFERS DEPENDING UPON HOW YOU OBTAINED YOUR STRANGE FLUTE. IF YOU PURCHASED THE STRANGE FLUTE IN THE SHOP, THE AREA WILL BE WATERY. IF YOU WON THE STRANGE FLUTE IN THE SHOOTING GALLERY GAME, THERE WILL BE HIGH LEDGES, AND IF YOU DIDN'T PURCHASE THE STRANGE FLUTE FROM THE SHOP OR WIN IT IN THE SHOOTING GALLERY GAME, THE TERRAIN AROUND THE WORKMEN WILL BE SURROUNDED BY PITS. ALSO, THE DESCRIPTION OF THE CREATURE GIVEN TO YOU BY THE FAIRY MAY BE EITHER MOOSH OR RICKY, DEPENDING UPON HOW YOU GOT THE FLUTE. DECIDE WHICH ANIMAL YOU WANT TO BEFRIEND AND CHOOSE YOUR STRANGE FLUTE BASED ON YOUR PREFERENCE. THIS PORTION OF THE WALKTHROUGH IS BASED ON HAVING PURCHASED THE STRANGE FLUTE FROM THE SHOP AND THUS OBTAINING DIMITRI AS YOUR ANIMAL COMPANION.



After you've crossed the shallow expanse, a familiar voice calls out. It's one of the Fairies. A red lizardlike animal got lost in their forest and cannot find its way out. Help the Fairy by finding this creature and helping it out of the forest.

Travel south to the entrance of the Fairies' Woods. When you reach the Fairy Tree, head north, return south, then head north again and you find Dimitri! If you purchased a Strange Flute in the Shop at Lynna City, the Strange Flute now becomes Dimitri's Flute. Whenever you want Dimitri's help, play the flute and Dimitri will appear.

Now that you have Dimitri, return to the foreman near the bridge and he formally enlists your help in finding his men. Two are in the water and easy to find with Dimitri. You need to jump off Dimitri to speak to the workmen. After swimming up the waterfall with Dimitri, go into the cave to retrieve a ring. Leave the cave and travel southeast.

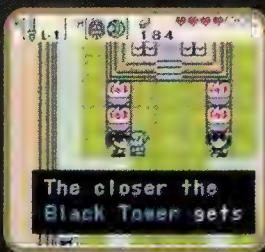


The third worker is in the southeast corner, sitting on a little parcel of land. After you speak to the workers, they return to their job and complete the bridge. After the bridge is built, cross over and head west, watching out for Soldiers.



SYMMETRY CITY

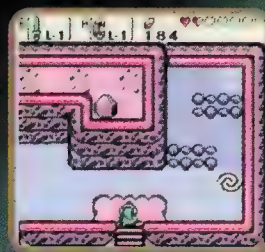
There isn't much to see around Symmetry City—the town looks to be in ruins. However, there's a Gale Seed Tree (2,D) in the south. Gather Gale Seeds before moving on. Activate the Time Portals on either side of the Gale Tree and enter a Time Portal. You are taken to the past, before Symmetry City was destroyed.



When you arrive, enter the building next to your arrival point. Inside, you learn about the broken Tuning Nut. If the broken Tuning Nut is repaired, Symmetry City won't succumb to volcanic eruptions. You need to climb Restoration Wall to find a Guru named Patch that lives at the top. Patch can fix the Tuning Nut.

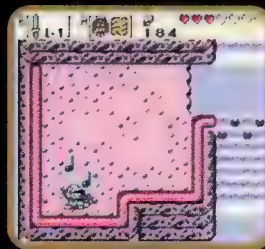
Leave this building and travel to the northeast and north-west corners of town. Get the Broken Tuning Nut from one of the brothers.

Before heading off to Patch's House, you can pick up another tune for your harp. From the northwest brother's house, travel south, then west, then up the ladders to the north. After you reach the water, head east into the deep water. Dive whenever you see a Zora preparing to fire.

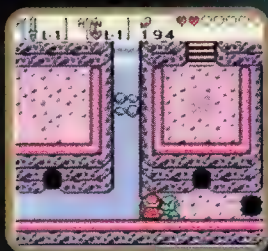


Dive into the small patch of deep water in the northeast corner (1,B). Swim east, avoiding the Cheep-Cheeps, and climb up the ladder. Speak to Tokkey behind the counter. Stand on the edge of the green tile and play the Harp of Ages. When his creative flow is complete, Tokkey gives you the Tune of Currents. When you play this tune, you immediately drift back to the present time.

Now that you have the Tune of Currents, try it out. After returning to the surface, go down the ladder and head west. Defeat the Soldiers and stand on the lowest point of the landmass (2,A). Play the Tune of Currents and you are transported into the present. Head east across the bridge to get the Heart Container, then return to the past.



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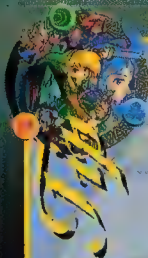


Head southwest. Stand near the bottom half of the ledge where the Time Portal is (3,A) and play the Tune of Currents to travel to the present. Travel east, then southeast down the staircases. Climb up the stairs next to the vine and remove the boulder to reveal a Time Portal

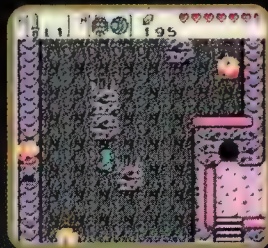
(5,B). Play the Tune of Echoes to activate the Time Portal and enter the portal.

Now that you're in the past, go down the stairs and move the plant to the east side of the staircase. Go back up the stairs and enter the cave. Head up the stairs to exit the cave once again, then push the block to the west to alter the water's flow. Now go back into the cave and down the stairs. Exit the cave and play the Tune of Currents to return to the present.

Go down the stairs and climb up the vines on the east. Remember this spot. After you have the third tune, you return here to access a chest. Continue east, then north. Take the stairs up and defeat the waiting Tektites. Head west and go down the stairs to a Time Portal (5,B). Play the Tune of Echoes to return to the past.



TELEPORT TO THE PAST AND PUSH THE VINE TO THE WEST. HEAD WEST AND THROW A BOMB INTO THE WATER. A FAIRY APPEARS ASKING IF YOU THREW IN A GOLD, SILVER, OR JUST AN ORDINARY BOMB. BE HONEST AND TELL HER IT WAS JUST AN ORDINARY BOMB AND SHE REWARDS YOU WITH A BOMB BAG. THIS BOMB BAG HOLDS 30 BOMBS.



Now go upstairs and head east. Travel south across the water and follow the path around until it heads north. The sign notes that Restoration Hill (6,D) is just above. Climb up the vines, avoiding the boulders falling from above. When you reach the top, walk into the cave to meet Patch. Patch is willing to try

to fix the Tunu Nut if you help him with the Restoration Ceremony.

The Restoration Ceremony is actually a game called Crazy Cart. Patch places the Tunu Nut on the green tile and recites the words of his Restoration Ceremony. You must then knock all the Hardhat Beetles that appear into a portal. If you haven't knocked all of the Beetles into a portal, run back to the switch and stand on it to divert the mine cart to a different track to save your Tunu Nut. You may need to lure the Hardhat Beetles away from the switch, then quickly run to it and stand on it to save the Tunu Nut. After you have successfully knocked all of the Hardhat Beetles into the pits, Patch



LURE THE HARDHAT BEETLES TO ONE CORNER, HOP OVER THEM USING THE ROC'S FEATHER, THEN BASH THE GROUP INTO A CORNER PIT.

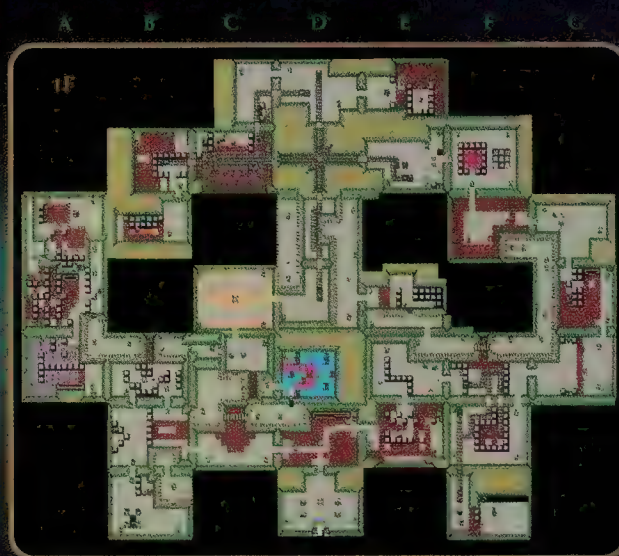
repairs the Tunu Nut.

After the Tunu Nut has been repaired, leave Patch's cave and head east. Jump off the cliff and head north to Symmetry Village. Go to the building in the south-central part of town and walk to the altar. The Tunu Nut is automatically placed on the altar, restoring balance to Symmetry Village.

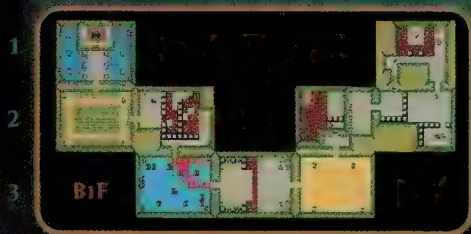


IF YOU WON THE DUMBBELL WHEN YOU PLAYED THE TRADING GAME, TALK TO THE MAN IN THE TUNU NUT BUILDING IN THE PAST. HE TRADES YOU HIS CHEESY MUSTACHE FOR THE DUMBBELL.

Leave the house and play the Tune of Currents to return to the present. Symmetry City is a much prettier place now, thanks to you. Travel north of the tree and enter the Skull Dungeon.



- (6,B) COMPASS
- (7,B) SMALL KEY
- (6,F) DUNGEON MAP
- (7,F) SMALL KEY
- (1,E) SMALL KEY
- (3,B) SMALL KEY
- (4,C) MINI-BOSS: ARMOS WARRIOR
- (5,D) SWITCH HOOK
- (3,A) BOSS KEY

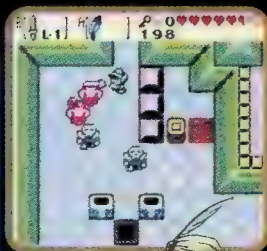


- (3,B) SMALL KEY
(2,A) BOSS: EYESOAR
(1,A) BURNING FLAME ESSENCE

SKULL DUNGEON

In the first room north, bash the Gels and Fire Keese as you travel to the western door. After the Stalfos and Shrouded Stalfos have been eliminated, the western door opens. Go into the room. Hop over the lava using the Roc's Feather and bash the pair of Shrouded Stalfos before continuing north through the door.

Bash the Fire Keese and stay ahead of the Sparks as you head for the southwestern door. Move the right block out of the way to reach the chest with the Compass inside. Head south and exit this room. Fend off the Gels while finishing off the Stalfos.



After the room is empty of enemies, it's time to solve another cube puzzle. Hop over the lava and push the cube as follows:

- *South four times*
- *East once*
- *North once*
- *West once*
- *South once*
- *West twice more*



The torches light and a chest containing a Small Key appears. Take the Small Key, head up the eastern stairs, and exit the room.

Hop off the ledge, but watch out for the Sword Stalfos on the other side of the lava. Travel east through three rooms. Bash the Fire Keese and use the Roc's Feather to hop over the lava. When you reach the blocks near the locked door, push the block in the lower group of blocks left, then hop across the lava to the upper two rows of blocks. Move another block aside and unlock the door.



Vanquish several Sword Stalfos and avoid an Anti-Faery as you head to the east door. When you enter the next room, use your sword on the Keese

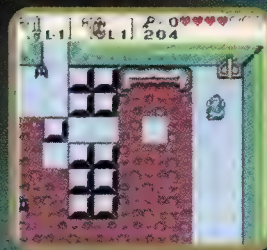
and the yellow switch, then hop into the mine cart. Ride the mine cart into the next room. Eliminate the Shrouded Stalfos before opening the chest containing the Dungeon Map. Hop back into the mine cart and return to the previous room. Hit the switch again, return to the mine cart, then travel to the next room.



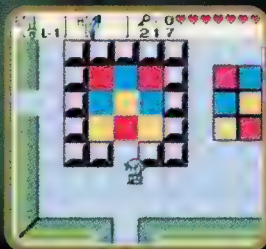
Throw a Bomb at the Mini Moldorm to get it out of your way, then use the Seed Shooter to hit the moving Crystal. A chest containing a Small Key drops. Take the Small Key, get back in the mine cart, and return to the previous room. As the mine cart travels past the yellow switch, hit it with your sword so the mine cart stays in this

room. Travel northeast and exit the room. Go through the next room and exit through the east door. Take care of the Gel before hopping over the lava flow. Wipe out the Shrouded Stalfos before leaving through the northern door.

Get rid of the Keese, then equip the Power Bracelet. Pull the handle in the northeast corner all the way back to activate a floor. Quickly walk west, then north, through the door.



Destroy the Stalfos to unlock the door and continue west. The Seed Shooter works great against the Hardhat Beetles in the next room. Blast them into the lava before hopping across and going through the northwest door.



Arm yourself with the Roc's Feather to solve this next tile-jumping puzzle. Just hop over the tiles on the left until they match the tiles on the right. It's simple and you've done it several times before. It doesn't matter what order you change the blocks. When the left-hand tiles match the righthand tiles,

the western door opens.

Besides avoiding the Shrouded Stalfos in this new room, you have to get past those spiked traps. You will take a hit, but protect yourself as much as possible. After you dispatch the Shrouded Stalfos and get past the traps, push the cube in the following order:



- *Down two times*
- *Left two times*
- *Down to line up with the cube portal*
- *Left into the portal*

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This changes the switch light to blue. Watch out for the weakened floor tiles or you'll break right through. After the switch light is blue, hop into the mine cart for a ride. When the mine cart stops, blast the Snake Ropes and exit this room through the eastern door.

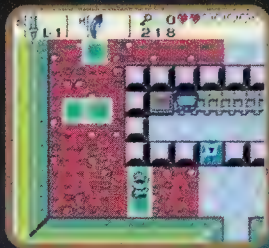


This next room can be tricky if you're not careful. First, take out as many Keese as possible before moving on. Next, stand on the yellow tile and hop to the moving platform using the Roc's Feather. Stand on the lower two tiles. When the moving platform reaches the point closest to the north wall, fire an angled shot to ricochet off the wall and hit the Crystal. A chest appears containing a Small Key. Take the Small Key and exit the room through the western door.

Don't jump in the mine cart yet. Instead, go through the western door. Wipe out the Stalfo and Gels in the room, then use the Small Key on the block to access the tile. Hop across the tile until it turns blue and activates the train switch, then return to the mine cart room.

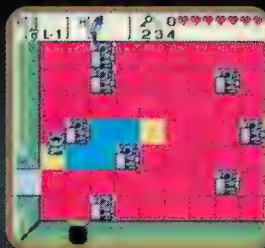
Jump into the lefthand mine cart and ride. Use the Seed Shooter to eliminate the Sword Stalfos to the north. If you don't defeat all of them the first time, you have to travel back to this room on the mine cart until they've all been eliminated. Scent Seeds work the best on these Knights. After all three are gone, the western door opens and you can leave.

Hop across the moving platforms to reach the door in the southeast corner. Wipe out the Peahats, then change the tile colors below to match the colors above. Use the center green tile as your home base to jump over the other tiles to change their colors accordingly. After you've matched the tile colors, a Small Key drops from the ceiling. Take the Small Key and unlock the block in the northern room to get to the mine cart. Jump in, and after the mine cart stops, destroy the Gibdos and exit the room through the western door. Break open the stone jars and you may find a Fairy inside to refill your hearts.



Mini-Boss: ARMOS WARRIOR

The Armos Warrior is the toughest mini-boss you've faced so far. Get between the Armos Warrior and his sword, then move out of the way so his own sword hits him. After being struck three times by his own sword, the Armos Warrior loses his shield. Avoid the Armos Warrior's charges, then hit him with your sword. After you destroy him, exit the room through the south door.



Wipe out the enemies in the next area, take the steps up, then head south. Cross the bridge and head east to the cracked wall. Use a Bomb on the cracked wall and go through the opening. This entire room is a floor puzzle where you have to change all of the floor tiles red. Start

at the tile to your left and travel around the room changing the tiles, but don't step on the same tile twice or you'll have to reset the puzzle. Follow this path:

- Left once
- Up once
- Right three times
- Down once
- Right five times
- Up two times
- Left two times
- Down once
- Left two times
- Up once
- Right once
- Up once
- Right two times
- Up once
- Right once
- Up two times
- Left five times
- Down once
- Right three times
- Down once
- Left five times
- Up two times
- Left once
- Down four times
- Right two times
- Up once
- Right once



A chest appears with the Switch Hook inside. Use the Switch Hook to shoot at an object to change places with it. Exit the tile puzzle room through the western door. Use the Switch Hook on the Gem to change places with it. Take the stairs down and return to the Armos Warrior room in the north, then exit this room through the eastern door.

Head up the stairs and eliminate the Sword Stalfos. Use the Switch Hook on the eastern Gem and trade places with it. Bash the Sword Stalfos and the Gibdos in the room below, then go through the eastern door. Quickly use the Switch Hook on the eastern Gem and trade places. Eliminate the Gel and the Shrouded Stalfos. Stand on the switch and trade places with the Gem. Go up the steps and through the door. Travel across the bridge and follow the hall around, taking out the Keese on your way to the stairs at the end of the hall.



After defeating the Gibdos, head north and wipe out the Snake Ropes but don't bash the stone jar yet. Instead, trade places with the Gem, then trade places with the stone jar. Go back to the Gem, then trade places with it as you move closer and closer to the switch. You have to

trade places with the Gem a few times to have it land on the switch, but after you do, the southern door will remain open. Go through that door, then the western door.

In the stone jar room, use the Switch Hook to trade places with the stone jars to reach the western stairs. Go up the stairs and through the door. Change the color of the tiles so you can see the Gels, then bash them with your sword. Use the Roc's Feather to hop across the floor tiles. After all of the Gels have been destroyed, the door opens. Go through the door. Defeat the Peahats first, then hop across the lava and the spikes using the Roc's Feather. Exit through the eastern door.

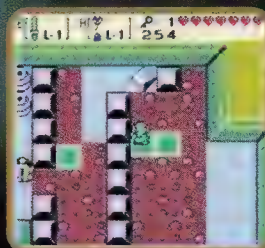


Go into the next room and defeat the Mini Moldorms. Exit, then re-enter the room to start the color tile puzzle. This one's more complex, but the strategy is the same. You can't venture off course or you'll have to exit the room and reset the puzzle. To solve the color tile puzzle:

- *Left once*
- *Down once*
- *Right once*
- *Down three times*
- *Left two times*
- *Up five times*
- *Right two times*
- *Up once*
- *Left once*
- *Up once*
- *Right once*
- *Up once*
- *Left two times*
- *Down once*
- *West once*
- *Up once*
- *Left nine times*
- *Down two times*
- *Right once*
- *Down three times*
- *Left once*
- *Down three times*
- *Right once*
- *Up two times*
- *Right once*
- *Down two times*
- *Right seven times*
- *Up two times*
- *Left two times*

- *Down once*
- *Left once*
- *Up once*
- *Left once*
- *Down once*
- *Left once*
- *Up once*
- *Left once*
- *Up once*
- *Left once*
- *Up three times*
- *Right once*
- *Up once*
- *Right once*
- *Down once*
- *Right two times*
- *Up once*
- *Right two times*
- *Down once*
- *Right once*
- *Down once*
- *Left six times*
- *Down once*
- *Right once*
- *Down once*
- *Right once*
- *Up once*
- *Right four times*
- *Down once*
- *Left two times*

Retrieve the Small Key from the chest that appears, then exit through the north door.



Take out the Keese and hop onto the first moving platform. Use the Switch Hook to trade places with the Gem. Be sure you're close to the Gem when you trade so you don't materialize in the lava, then walk onto the second moving platform. As the platform goes down, use the

Roc's Feather to hop across the lava. Use the Seed Shooter to get the Hardhat Beetle out of your way, then go up the stairs.

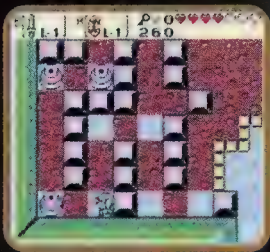
Use the sword against the Keese as you make your way across this subterranean area. Don't get caught underneath the blocks as they fall or you'll be squashed. Use the Switch Hook to trade places with the stone jars to make your way to the eastern ladder. Climb up the ladder and enter the next room. Use the Small Key on the block, then



head west. Switch places with the Gems to cross the lava,

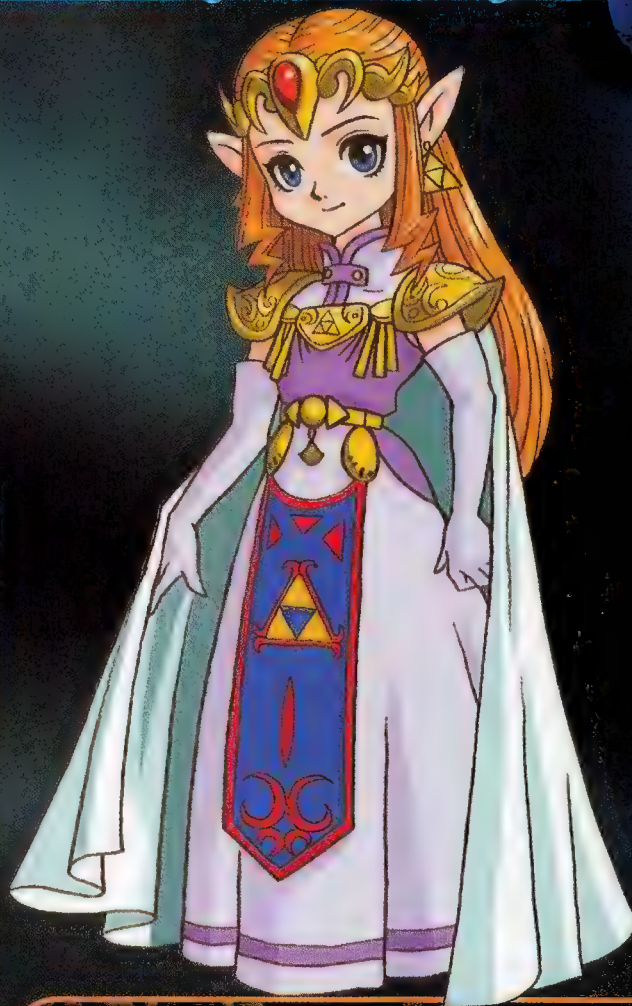
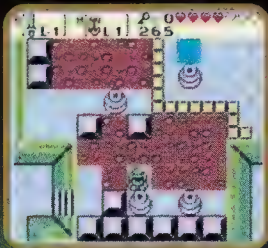
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then head down the steps. Pull the lever back and cross over the floor that appears over the lava as quickly as possible. The lava returns to this floor faster than the last time, so you really have to hurry.



You face the same challenge in the next room, but this one has a twist. Pull the lever back as far as you can, then get to the first stone jar. The lava floor returns, but that's okay. Use the Switch Hook to trade places with the remaining stone jars until you reach the end, then hop over to the solid floor and head north.

This room contains several little tasks to perform, but nothing difficult. Go up the steps and jump over the lava to the east. Pick up the first stone jar and throw it away, then move the next stone jar to the east. Switch places with the stone jar on the other side of the lava. Now push the pot up next to the wall. Now use the Switch Hook on the stone jar to the west. Push the other stone jar onto the switch, then use the Switch Hook again with the pot you pushed up to the wall. Now you can get to the chest and take the Boss Key from inside. Return to the room outside of the Boss Door and use the Boss Key to enter.



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BOSS: EYESOAR

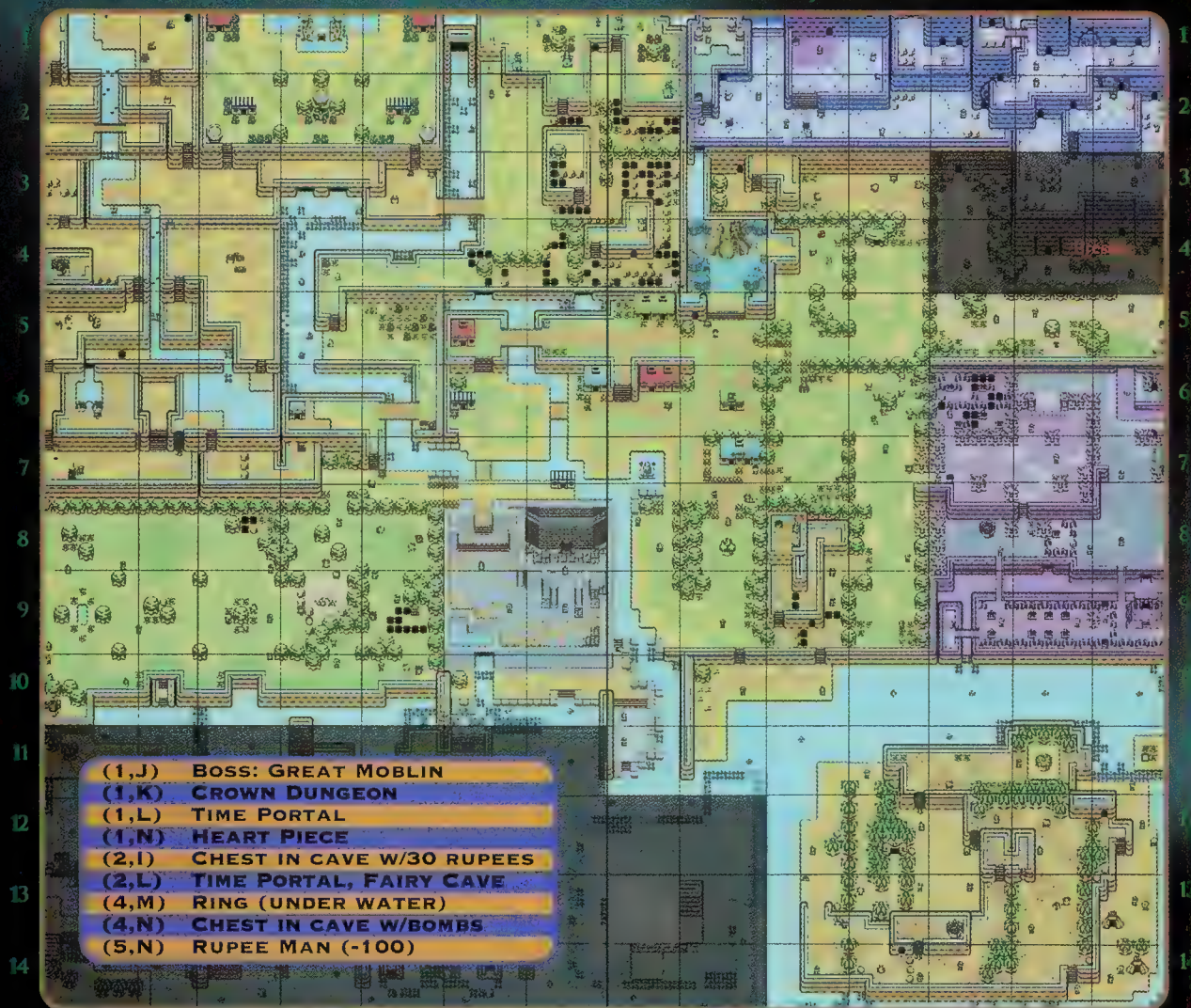
Equip the Switch Hook and your sword before going through the Boss Door to face Eyesoar. Grab Eyesoar with the Switch Hook to disorient it, then smash it with your sword. Of course you also have to battle smaller flying eyes around the boss, but focus on the main boss using the Switch Hook and bash away as much as you can. The best strategy is to hit him with the Switch Hook, bash him with the sword, then immediately hit him with the Switch Hook again. If you focus on Eyesoar and ignore the smaller flying eyes, you'll quickly be the victor of this battle.



Pick up the Heart Container in the center of the room and go through the northern door where you receive the Burning Flame Essence. After receiving the Burning Flame Essence, the Maku Tree tells you that the ridge located to the north of Nayru's House must be related to the essences. That looks like a good place to go.



Level 5: Crown Dungeon



ROLLING RIDGE BASE

When you arrive in Lynna City, go to the entertainer on the west side of town and trade the Cheesy Mustache for a Funny Joke. Warp to the past and tell the Funny Joke to Dekadin, who gives you a Touching Book. Return to the present.



Go to the Maku Tree and activate the Time Portal east of her, or go to the one next to Nayru's House, to travel into the past. Head north, then east from Nayru's House to Rolling Ridge Base. Use the Switch Hook to clear the pits then enter the cave. The Goron's Elder is trapped in a cave and

they need the legendary Bomb Flower to save him. Step outside the cave and use the Tune of Currents to return to the present.

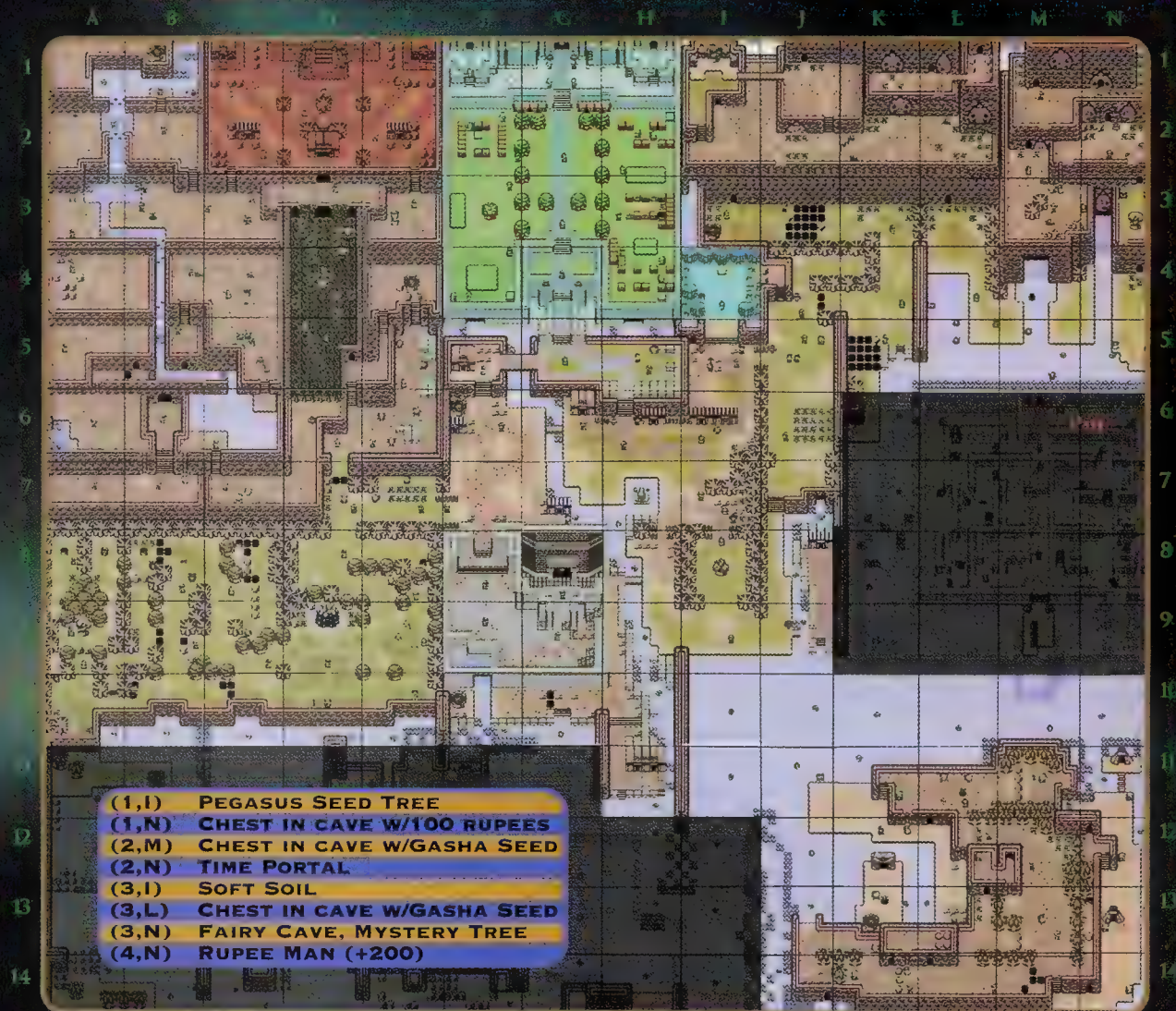


Re-enter the cave and go up the southeastern stairs. Travel the halls collecting Rupees from the chests. Place a Bomb next to the cracked wall near the Goron to get the Heart Piece inside the room. Return to the previous room and exit the cave through the southern door.

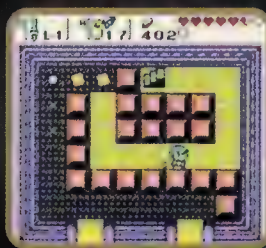
Climb up the stairs to the room and go down the steps. Step on the switch to create a bridge and access the chest containing Rupees. Return to the outside. Watch out for Pig Warriors roaming around. After outside, head east and equip the Power Bracelet to move the boulder out of your way. This reveals a Time Portal (2,L). Activate the Time Portal and return to the past.

Head west and go up the stairs. Cross the bridge and collect the Pegasus Seeds from the tree. Play the Tune of Currents and return to the present. Get past the Pig Warriors, head east, and go up the steps to reach the Great Moblin's Palace.

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GREAT MOBLIN'S PALACE



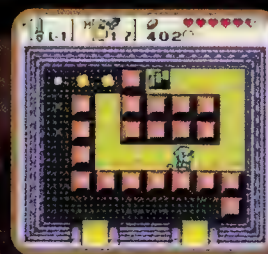
At the top of the stairs, break open the stone jars, then climb the southern stairs.

Save your game before going into the Great Moblin's Palace. Just before entering, use one of the Pegasus Seeds from your Seed Satchel. As soon as you enter, the floor starts to fall. Run to the staircase before the floor drops you down below.



BOSS: GREAT MOBLIN

Equip the Power Bracelet and be ready to grab the large Bombs being thrown by the Great Moblin. Avoid the smaller Bombs being tossed at you from the side and when the large Bomb glows, throw it back at Moblin. If you throw it back at Moblin before it glows, he throws it back at you, so time your tosses wisely.



After you have defeated the Great Moblin, the Gorons present you with a Bomb Flower. Go down the stairs to the west. Swim past the first set of Cheep Cheeps and climb the short ladder to a chest containing a ring. Go down the ladder and swim to

the bottom, then swim east. Place Bombs beside the blocks to clear the path to the ladder. Climb up, then hop off the palace roof.

Return to the past and enter the Goron Cave. As soon as you near the collapsed wall, a Goron asks if he can have the Bomb Flower. Give it to him to free the Elder Goron and you receive the Crown Key from the Elder.



Exit the cave and return to the past. Go back to the location where the Great Moblin's Palace (1,J) was and enter. Use Pegasus Seeds and the Roc's Feather to cross the platforms. Watch out for Gels and Keese as you head to the southeast exit.

Head west and use the Crown Key on the door to gain entrance to the Crown Dungeon (1,K). Save your game before going in.

CROWN DUNGEON



- (6,B) SMALL KEY
- (6,E) DUNGEON MAP
- (6,D) SMALL KEY
- (4,G) MINI-BOSS: SMASHER
- (3,G) COMPASS
- (6,G) BOSS: SMOG
- (5,G) SACRED SOIL ESSENCE



- (4,A) SMALL KEY
- (6,C) CANE OF SOMARIA
- (5,B) SMALL KEY
- (1,C) 50 RUPEES
- (3,F) SMALL KEY
- (2,B) BOSS KEY

Head north through the door. Destroy the Moblins to unlock the door. In the next room, defeat the Moblins guarding the room, but don't hit the Crystal yet. Instead, head west and go through the door. Quickly go through the door on the north wall, avoiding the Moblins.

Eliminate the Moblins in this room and a staircase appears. Go down the stairs. Hop across the gap using the Roc's Feather and destroy the Moblins and Gels. Use the Switch Hook to bring the Gem to the other side of the gap, then hop over and switch places with the Gem repeatedly until you have it placed on the switch. Exit through the southern door.

Go up the stairs in the center of the room. When you reach the next area, head south to the second room. Hit the Crystal and the blue wall lowers. Head east.



The test in this next room is to open all of the eyes at once. Stand between the two lower eyes and fire a seed from the Seed Shooter, then quickly turn and fire another seed at the upper eye. The ricochet from the first seed hits the second eye, allowing all three eyes to open at the same time and a chest to appear containing a Small Key. You can also bank a shot off one of the statues and hit all three. Stand northwest of the western statue and fire. The seed bounces off all three statues.

Return to the previous room and hit the Crystal again to raise the blue wall and lower the red wall. After you're on the other side of the wall, use the Switch Hook to hit the Crystal again, lowering the blue wall. Head north.



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IF YOUR HEARTS NEED REPLENISHING, TAKE ADVANTAGE OF THE TRIPLE EYE ROOM. ENTER, BASH STONE JARS, AND EXIT. REPEAT UNTIL YOU HAVE GATHERED ENOUGH HEARTS TO CONTINUE.

Cross the blue bridge and defeat the Moblins. Go through the northern door and down the stairs to get the Small Key from the chest. Go up the stairs and head east. When you reach the room with the Crystal, use the Seed Shooter to hit the Crystal and lower the red wall. Hit the Crystal again as you pass by and head to the southeastern door.

Continue east, then south. Defeat the Moblins and the Gels before going through the east door. Quickly go to the chest and retrieve the Dungeon Map. Go to the western room and use the Small Key to enter the room beyond.

Go down the stairs and defeat the Gels. Bust open the stone jars to get Ember Seeds. Using the deflector rods, light the four torches using the Seed Shooter and Ember Seeds, then go through the door.

Stand on the switch to see a pattern of colored statues. Remember the pattern. Hop over the gap to see statues of the same color. Move the statues on the left side of the screen in the same order as the statues that you briefly saw when you stepped on the switch were in.



We have numbered the statues on the left in the following order, starting with the top left statue and going to the bottom right statue, to explain which statue to move in which direction:

- | | |
|-----------|-----------|
| #1 Yellow | #4 Yellow |
| #2 Blue | #5 Blue |
| #3 Red | #6 Red |

Move the statues in this order:

- Move #4 left, then up
- Move #5 right, up, the left
- Move #6 up
- Move #2 left
- Move #1 up
- Move #2 down two times
- Move #1 down two times

When you move the final statue into position, a chest appears with the Cane of Somaria inside. Hop over the gap and exit the room, then go up the stairs.

Move the statues onto the switches nearest them, then use the Cane of Somaria to create a block for the fourth switch. When the chest appears, get the Small Key from it. After you have the Small Key, go through the eastern door and head north.

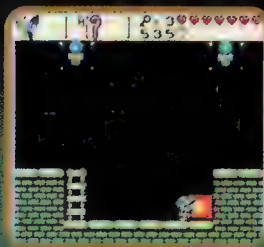


Climb up the stairs and head west. Once you're past the blue wall, shoot the Crystal to lower the red wall, then head northeast and go down the stairs. Hit the Crystal with your sword to raise and lower the walls to access the next room to the west.

Watch out for the Ball and Chain Guy when you enter this room. There's also a Like Like wandering around. Quickly get to the stairs in the northwest corner and climb down. Hop across the ledges as you make your way east, then climb the ladder up.

This room can be a pain! You have to create blocks to walk behind to make it around the room. Start by using the Cane of Somaria to create blocks to the east as you work your way around the room. Create a block and push it until it disappears, then you know where you can safely walk. Work your way around to the chest containing the Small Key. You don't need to get right next to the platform the chest is on, just get close enough that you can jump over to it using the Roc's Feather. After you get the Small Key, create a block west of the chest ledge and use the Switch Hook to return to the stairway. Return through the moving ledge area and the floor above.

Head west and hit the Crystal to lower the blue wall. Go east and up the stairs. Hop off of the ledge and go down the stairs surrounded by the lowered blue wall. Run past the first laser in this new room, bash the stone jars, and get to the stairs around the corner past the second laser.



Once underground, head east, using the Cane of Somaria to create a block you can use to reach the upper ledges. Jump over the Spark to reach the ladder and climb up. Use the Seed Shooter to shoot the Crystal and lower the red wall. Move east and north, shooting the Crystal and lowering the blue wall. Go through the northern door.

This puzzle is simple to solve now that you have the Cane of Somaria. Move the top statue over to the west tile, the bottom statue moves with it. After you have the top statue in place, create a block east of it and move the bottom statue east. Now create a new block north of the first statue and push the bottom statue north onto the tile. A chest appears containing a Small Key. Return to the room in the south.

Shoot the Crystal to lower the red wall, allowing you to reach the stairs. Before you leave, move the stone jars out of the way and shoot the Crystal again, raising the red wall and lowering the blue wall.



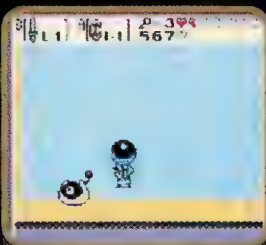


Return the way you came, through the underground area, and past the laser room, then up the stairs. When you reach the floor above, head east. Take out the Keese looming in the area, then use the combination of Pegasus Seeds and the Roc's Feather to jump the gaps and reach the door on the east wall. Max out your hearts

and save your game before unlocking the door and meeting Smasher.

Mini-Boss: SMASHER

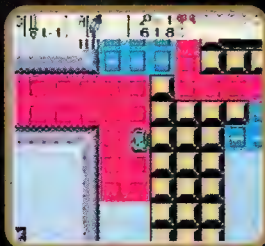
Equip the Power Bracelet before entering battle with this boss. As Smasher throws iron balls at you, pick them up and throw them back at him. The iron balls will randomly appear after Smasher disappears. After Smasher has been defeated, go through the northern door.



Use the Cane of Somaria to create a block on the switch to form a bridge. Cross the bridge and use the Switch Hook on any one of the Gems to reach the chest containing the Compass. Go up the steps into a room, then down the stairs. Use the moving ledges to reach the ladder on the other side of the room. Climb down the ladder to the next area.

Once upstairs, quickly move east and stand on the lowered blue wall. Fire a shot from the Seed Shooter at the Crystal, raising the blue wall and lowering the red wall. Head west along the top of the blue wall.

After you're in the new room, head south, then west. Use the key to unlock the block, then follow the red wall to the west. Activate the Crystal, raising the red wall, then take the south steps up. Head north along the hall, then drop on top of the red wall to reach the lowered blue wall and follow it north.



A laser and a Soldier occupy this new room. Get past them to reach the stairs in the northeast corner. Wipe out the Keese and Gels in this new area before activating the Crystal and lowering the red wall. Move onto the lowered red wall and activate the Crystal again to lower the blue wall. Go through the door.

Keep your distance from the Ball and Chain Guy and Anti-Faery in the next room. Go down the stairs in the northwest corner.



BEFORE LEAVING THIS ROOM, RETURN TO THE PREVIOUS ROOM, ACTIVATE THE CRYSTAL TO LOWER THE RED WALL, AND GET THE 50 RUPEES FROM THE CHEST. TO REACH THE STAIRS, GO BACK OUT, LOWER THE BLUE WALL, AND RETURN.

Use the Cane of Somaria to cross the underground area to the next room. Push the yellow statue in the northeast to the left three times and all three yellow statues occupy squares on the grid.



Push the far western blue statue to the right three times, down three times, then right again. Now two more squares of the grid are occupied. Create a block using the Cane of Somaria next to the northeastern blue statue. This prevents it from moving when you push the blue blocks again.

Push the southern red statue up, then west to place it on the grid. Push the southern blue statue east twice. Now create another block north of the northeastern blue statue. Push the southern blue statue into place. Create a block below the southern red statue, then move the final statue into place on the grid. After you do, a chest materializes containing the Boss Key.



Exit the room and return to the point where you activated the Crystal to ride up the blue wall. Head south, running past the enemies. In the room before the Boss Room, defeat the Soldier and avoid the laser to snag a few goodies from the stone jars. Unlock the door on the southeast wall and enter the Boss Room to battle Smog.

Boss: Smog

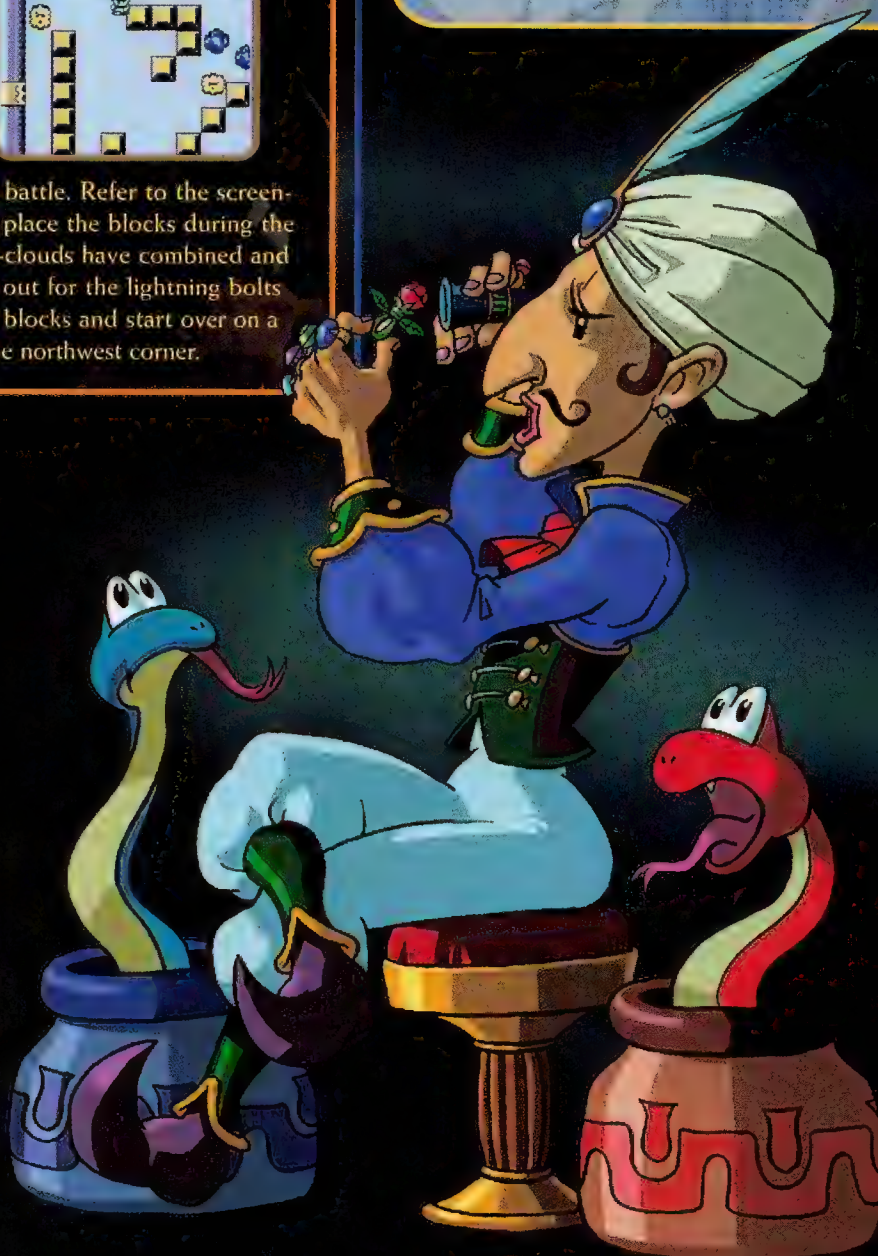
The large cloud breaks into smaller clouds that spit smoke clouds. Use the Cane of Somaria to create a block and alter the path of a small cloud so it collides with another small cloud. After the smaller clouds have rejoined, pummel the new big cloud with your sword.



There are four phases to this battle. Refer to the screenshots to see in what order to place the blocks during the fourth phase. When the mini-clouds have combined and you close in to attack, watch out for the lightning bolts Smog produces. To reset the blocks and start over on a phase, step on the switch in the northwest corner.

After you win this battle, pick up the Heart Container and exit through the north door to receive the Sacred Soil Essence. When the Maku Tree speaks to you after you receive the Sacred Soil Essence, she suggests that you travel to Rolling Ridge.

IF THIS BOSS GETS THE BETTER OF YOU AND YOU HAVE TO RE-ENTER, GO INTO THE PORTAL AND HEAD WEST. REFILL YOUR HEARTS FROM THE STONE JARS IN THE NEXT ROOM. HOP ACROSS THE GAPS USING PEGASUS SEEDS AND THE ROC'S FEATHER. CROSS TO THE BOTTOM OF THE NEXT ROOM AND CONTINUE IN A SOUTHEAST DIRECTION UNTIL YOU REACH THE BOSS ROOM AGAIN.





ROLLING RIDGE

When you leave Crown Dungeon, a Goron tells you about a new cave that contains mini-game *Head* east to see a new cave entrance. Enter the cave and move the stones to reach the exit. Travel northeast and enter the next cave. Push the switch to extend the bridge. Cross the bridge and exit.



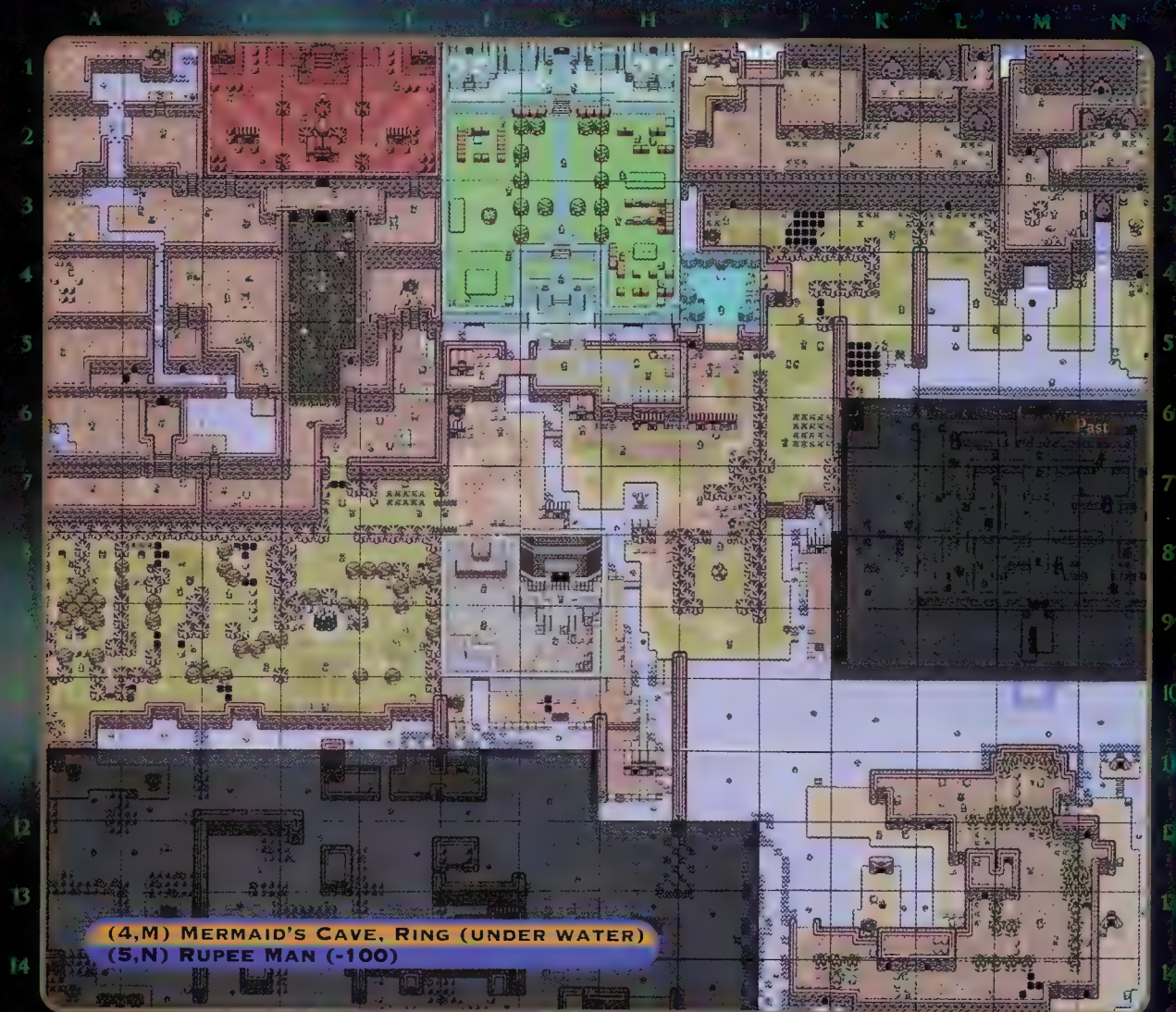
Travel along the path to the southeast, battling baddies along the way. Burn down the sapling near the southeast corner with an Ember Seed and go down the stairs. The old man in this room is a Rupee Man who thanks you for paying to fix his door, and relieves you of some Rupees. Go up the steps and head north.

- Enter the cave to the east and talk to the Gorons. In the back of the cave participate in the dance contest. Follow the moves of the Blue Goron to win the Symbol of Brotherhood. After you win the dance contest you become a Brother Goron! You need some rhythm to play this Goron game. It's better to be quick than to come in late. You can play this game several times and win various prizes depending upon where you place for each title.

Take your newly won Symbol of Brotherhood to the Goron guarding the stairs near the cave entrance. This Goron guard is hungry. Maybe you can help him out later. Before going down the stairs, exit this cave and head west. Slash down the plant near the cave entrance to reveal a Time Portal. Play the Tune of Echoes and travel to the past.

Head southeast and torch the sapling in the eastern corner. The Rupee Man inside gives you 200 Rupees for clearing the path to his home. Head north and go into the cave. Talk to the Goron sitting near the stairs. He sees your Brother

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Emblem and allows you to pass. This Goron needs an heirloom that will teach his descendants to value life. Specifically, this Goron wants a Vase. The Goron at the top of the room talks about a Key that was found in a waterfall grotto. When you go upstairs, hop over the gaps, then go up the stairs on the other side.

Use the Switch Hook to trade places with a plant near the chest. Inside the chest is 100 Rupees. Go through the southern door when you're done. You can't push or carry the young vine to the gap in the wall to the east, but you can use the Switch Hook to maneuver it over there. After the vine is in place, play the Tune of Currents and travel to the present. Climb the vine and reach the ledge above.



win the Rock Brisket. Exit the cave.

Lift the rocks near the cave entrance to Target Carts and reveal a Time Portal before going into the cave. To play Target Carts, equip the Seed Shooter and fire at the targets as you ride along the cart. Miss three times or fewer and you'll win 20 Rupees. Hit all 12 targets and you'll



PLAY TARGET CARTS AGAIN LATER. ONE OF THE PRIZES IS THE BOOMERANG! THIS COMES IN HANDY LATER ON.

Go into the cave and play the Goron Target game. Hit the balls into the targets with your sword. You hit 10 balls. Your prize depends upon your total score. The first prize for 100 points is the Lava Juice. After you have the Lava Juice, leave the cave and hop down to the ledge below. A Fairy is in the cave and the tree holds seeds. Create a portal and warp to the present.



Head north and return to the cave in the east where you participated in the dance contest (4,N). When you speak to the Goron near the stairs he sees that you have the Rock Brisket, which he is willing to trade the Goron Vase for.

Make the trade for the Goron Vase. You can take the stairs behind this Goron, but there's nothing you can do upstairs yet. If you go now, use the Switch Hook to make your way across to the west. Climb the stairs and speak to the Goron. He'd like to play a game, but he's too tired. He needs some juice to liven him up. Keep your eyes open for the opportunity to get him some.

Return to the outside of the cave. Head west and create a Time Portal (4,M) near the Dry Falls and warp back to the past. Go to the cave to the east and speak to the Goron sitting in front of the stairs. He sees your Goron Vase. Trade the Goron Vase for some Goronade.

Create a Time Portal with the Tune of Currents and return to the present. Enter the dance cave and go down the steps behind the Goron. Now use your Switch Hook to reach the west side of the cave and take the stairs up to talk to the Goron who runs the Big Bang Game. Give him the Goronade and he lets you play the first game free.



Win the Big Bang Game by not getting hit with a Bomb. Make good use of your Pegasus Seeds and Roc's Feather to keep out of the Bomb blasts. The Pegasus Seeds keep you moving fast, but keep tapping the switch assigned to the Roc's Feather to keep bouncing.

When you beat the game you win the Old Mermaid Key. After you have the Old Mermaid Key, exit the cave. Head to the next cave to the west and return to the bottom. Go to the Time Portal (4,M) in the west and return to the past.

Enter the cave. Use the Switch Hook to cross the gap and take the stairs up. Head west and use the Tune of Currents to return to the present and retrieve the Heart Piece (1,N). Use the portal again to return to the past. Bomb the wall and enter the cave. A chest inside contains 100 Rupees. Exit the cave and head west.



Jump down off of the ledge and enter the cave. When you speak to the Goron, he recognizes the Old Mermaid Key and wants to strike a bargain. Give him your Lava Juice and he'll give you the Letter of Introduction. The Letter of Introduction allows you to meet the Graceful Goron. Take the Letter of Introduction downstairs and give it to the Graceful Goron. He won't give you his Mermaid Key, but he'll let you dance for it. Duplicate the moves of the Graceful Goron and the Mermaid Key is yours. Exit the cave and head west. Walk under the waterfall to reach the Mermaid's Cave (4,M).

MERMAID'S CAVE (PAST)



From the entry, go north one room and battle the Shrouded Stalfos. Head west and defeat the Gels by hopping over the center tile and changing the floor color. When you see the Gels, bash them all and a

chest appears containing a Compass. Exit and go north. Blow past the Shrouded Stalfos and Sparks to reach the door in the northeast. Light the Candles and bash the Keese to unlock the eastern door. Use the Seed Shooter to defeat the Shrouded Stalfos across the gap. When they have been defeated, a chest appears containing a Small Key. Get the Small Key and return to the room south of the Candle room.



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Use the Small Key on the western door. Get rid of that pesky Wizzrobe before solving the switch puzzle. Push one of the stone jars onto the western switch and create a block on the eastern switch to unlock the northern door. Use the Roc's Feather to hop the gaps and go through the door.

Tuck your back against a pot and lash out at the enemies in this room as fast as you can. You have a Wizzrobe, Wallmasters, and a couple of Bubbles with which to contend. After you've eliminated them, Bomb the cracked wall and head north. Use your sword on the wall and look for a blue spark. Place another Bomb there and blast into the next room. Though it's tempting to go right into that area, don't or you'll get lost! Instead, return to the entry room.



Blast the wall on the east. Destroy the Wizzrobes inside to receive another chest containing a Gasha Seed. Continue east. Extinguish the Candles to unlock the upper door. Stay out of their way until they burn themselves out. When the door opens, head north.

Eliminate the Sword Stalfos and stay away from the Anti-Faeries until you swim to the west and get the Dungeon Map from the chest. Return to the east. You need to light the torches on the east in a certain order. Light the upper left, the middle (bank it off the wall), the one in front, then the back right one. Return to the entry and exit the dungeon, then warp to the present.

MERMAID'S CAVE (PRESENT)

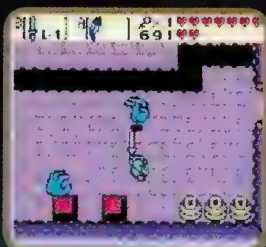


- (5,B) DUNGEON MAP
- (4,D) SMALL KEY
- (6,B) SMALL KEY
- (2,A) SMALL KEY
- (1,C) MINI-BOSS: VIRE
- (1,D) MERMAID SUIT
- (6,F) COMPASS
- (4,G) BOSS KEY



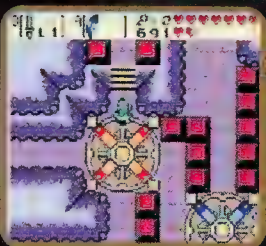
Run past the statues shooting fireballs and avoid the Rope Snakes and reach the room above. Go to the western room. Use the Switch Hook to cross the gap and get the Dungeon Map out of the chest. Go back to the east and down the steps. Hit the Crystal with an angled shot, then shoot the Crystal again from the northeast corner. Go into the next room.

Follow the Owl Stone's directions and drop a Scent Seed near the west wall to coax the Rope Snakes into the pit. A chest containing a Small Key falls. Return to the previous room and hit the Crystal again. Go to the southwest corner and reactivate the Crystal to enter the western door.



After you've cleared the room of Wallmasters and the Wizzrobe, place a Bomb between the two blocks and enter the exposed room. Use the Switch Hook to reach the wall and place a Bomb. Go into the new room.

You need to move the cube into the center to achieve the desired color. Push the cube down, then left twice. When you hear the chime, you know you did this correctly. Now move the cube right twice, up once, right, then up again, left once, down once, left once, down again, then right three more times. Another chime sounds. Finally, push it left twice, up once, left once, up again, right once, then up once more. A chest appears containing a Small Key. Take the Small Key and go through the northern door. Use the Switch Hook to reach the other side of the room and exit.



Go through two more rooms until you reach the room where you placed the Bomb in the past. If you didn't Bomb a hole in the wall in the past, there won't be a hole in the wall in the present, and you have to return to the past to blast a hole in this wall. Go into the room.

The first wheel sends you west and the second wheel sends you north. Hop off the ledge and re-enter the wheels. Follow the path to the chest in the northwest corner to get a Small Key. From the chest, go east, battling past the Wizzrobes and Gibdos to reach the wheels again. Enter the wheel once, then circle around and enter again to end up going north. Completely circle around from the south for the wheel to react appropriately.

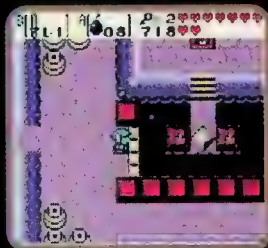
Drop off the ledge and get into the lower wheel to reach the steps. Head north and follow the path around, defeating the Gibdos. Use the Small Key on the locked door and prepare to battle Vire, Veran's henchman.

Mini-Boss: VIRE

Pegasus Seeds help while battling this mini-boss. Stay out of the path of the fireballs Vire spits at you as he stays around the edges and away from your sword. Use your sword repeatedly. After you've eliminated Vire, he leaves behind a couple of smaller friends to battle. Watch your hearts and hack at the enemies until Vire reappears and says he's off to tell Veran of your insolence.



When the portal appears, exit the cave, restock your hearts, and save your game before returning to the cave and the portal.



From Vire's room, go east into the next room. Wizzrobes are about, but you shouldn't have any problem clearing them from the room. From the short yellow walls, chuck Bombs onto the cracked blocks across the gaps. Don't worry about running out of Bombs—there are plenty in the stone

jars sitting around the room. Use the Switch Hook to cross the gap and reach the chest containing the Mermaid Suit. Leave this room and go through the portal. From the first room of the dungeon, head east and fire up the Candles. When all flames have been extinguished, the eastern door opens. Go through the door.

In the next room, pick off as many Keese as you can before entering. Wait for the spike to pass, then head up and around, following the spike's path to the door. Use a Small Key to enter the next room. Use the Switch Hook to cross that gap. Head east and open the chest to get the Compass. Drop off the ledge and go south to reach the stairs. Go down the stairs to a basement level. Cross the gap by jumping across the ledges, then take the ladder up.

Two very nasty Wizzrobes attack as soon as you enter this room. Unlock the block on the east. A chest on the other side has 10 Rupees in it, but unless you really feel like battling two more Wizzrobes, a laser, and Gibdos, ignore the chest and head north through the door.



Equip the Power Bracelet, then pull on the handles on the wall for a chest to appear. If you pull the "wrong" handle, Rope Snakes drop. Keep pulling the handles until a chest appears containing the Boss Key. Leave Mermaid's Dungeon and use the Mermaid Suit before returning to the past.

Outside the entrance to Mermaid's Dungeon, there's deep water to the west. Now that you have the Mermaid's Suit, you can swim in deep water. Get into the water and dive. There is a ring in a chest. Swim to the top and enter the temporary portal you made earlier to return to the past. Now go back into the Mermaid's Dungeon.



You can blow past the Wizzrobes in the first room east of the entrance, but you have to destroy the Candles in the next room to unlock the door above. After the Candles are gone, head up into the next room.



Get into the deep water on the east side of the room behind the Owl Stone. Assign your sword to the switch you don't dive with. Watch out for the Jellyfish. Swim around the block wall and climb the stairs.

Swim around the ledges as you make your way across this area to the east. Dodge the Anti-Faeries on your way to the exit. Follow the current, bashing Jellyfish as you make your way to the door on the north near the west wall. You may miss it the first time. If you do, follow the current around and get it the next time. Stay away from the dark areas of the water. If you get sucked into the water, you lose part of a heart.



In this new area, a couple of Rope Snakes wander about. Bash them with the sword to make a chest materialize with a Small Key inside. Get the Small Key and swim out through the door. Return through the watery rooms to dry land.

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Backtrack through the dungeon to the first room. Head north twice, then west through the door. Defeat the Wizzrobe, then unlock the door on the north wall by creating a block on one switch and shoving a stone jar over the other switch. Hop over the gaps using the Roc's Feather and go through the door.



You have to ride the wheel a couple of times before it's convinced that you really do want to head toward the door. Before going through the door, go into the water and dive. Fight the current and swim north. Defeat the Rope Snakes to unlock the door in the next room.

Head east, but watch out for the spears coming from the wall. Use the Switch Hook to place all of the Gems onto the green tiled portion of the floor. When all Gems are in place, a chest containing a Small Key appears. Get the Small Key and return to the previous room. Go through the door in the west, watching out for spears, then head to the south exit. A chest in the northwest corner contains 30 Rupees.

Back on dry land, use the Small Key on the western door. Create a block on the switch to move the deflector rods to an angle. Fire a seed to activate the Crystal, and a bridge forms to the Boss Door. Use the Boss Key on the door and enter to battle the Octogon.

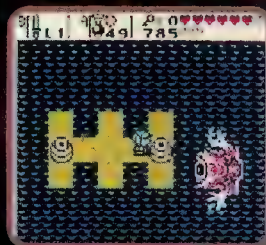


Boss: Octogon

The best strategy for battling Octogon is to head underwater. You can use the Seed Shooter and Scent Seeds on him above or below water, but below water you can tap on the + Control Pad like crazy to stay away from him, then blast him with seeds.

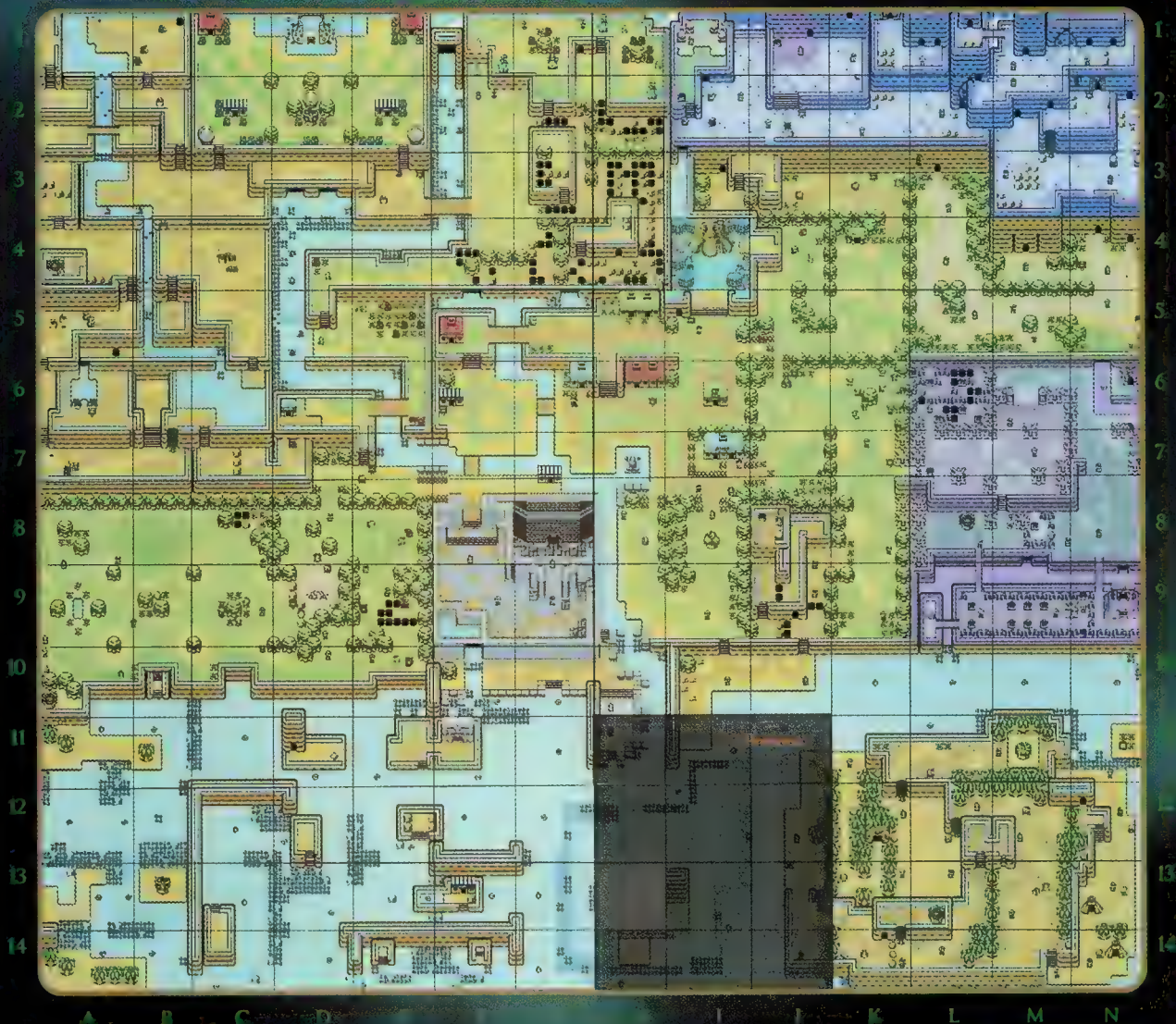
When Octogon returns to the surface, go with him. You can't attack any more from below and you're opening yourself up to Octogon's depth charges. Push the stone jars out of your way so you can get clear hits on Octogon when he surfaces.

Use the walls to deflect shots to bounce back and hit Octogon in the back of the head. You run a slight risk of being hit by Octogon, but if you're quick, you can get off a good shot before putting yourself in any danger. If you want to do all of your attacking underwater, leave the stone jars in place to hide behind. Sometimes, however, they get in the way when you're trying to dodge Octogon's fireballs. Push them out of the way to gather more seeds.



After Octogon has been defeated, collect the Heart Container and exit through the eastern door. Go to the altar to get the Bereft Peak Essence. When the Maku Tree speaks to you, heed her words and travel to Queen Ambi's Palace.





QUEEN AMBI'S PALACE (PAST)



Travel to Lynna Village and talk to Ralph (5,G). He tells you about a hidden entrance to the palace through the garden. Follow Ralph into the garden, head west, then south. Stay away from the guards and press the button to move a statue on the east side of the garden.

You need to press four buttons, one in each corner. Once the statues have been cleared from the path, chop down the plants and head down the stairs on the east side of the garden (3,H).



- (11,D) FAIRY CAVE
- (11,H) RAFTON'S HOUSE
- (12,A) JABU-JABU
- (13,F) CHEST W/RING
- (13,H) CHEST W/RING



Dive in the water and swim west, fighting the currents to avoid the whirlpools. When you reach the southwest side, get out of the water and climb the stairs in the corner.



DON'T WORRY IF A GUARD DETECTS YOU. HE'LL SIMPLY THROW YOU OUT OF THE GARDEN. YOU CAN RE-ENTER AND CONTINUE YOUR QUEST AT THE POINT WHERE HE THREW YOU OUT. THE SWITCHES YOU PREVIOUSLY PRESSED REMAIN DEPRESSED AND THE STATUES DO NOT RETURN TO THEIR ORIGINAL POSITION.

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- (11,F) EYEGLOSS ISLAND LIBRARY
- (12,A) SOFT SOIL, JABU-JABU'S BELLY
- (13,B) GALE SEED TREE



from the chest.

Return to the previous room and go west. Once more, elude the guards to reach the stairs on the room's west side. Make your way east through the next two rooms, using the plants to restore your seeds. Then head through the door in the north wall and prepare to face Veran.

Move the lower blocks to get out of the stairway enclosure and head east. Avoid the guards and get to the northern room to get a ring



BOSS: VERAN (ROUND ONE)

Veran definitely has you at a disadvantage since you can't attack her without harming Nayru's body. When Veran attacks with the fireballs, take cover behind the pillars. Fire Mystery Seeds at her and she temporarily leaves Nayru's body. When Veran's spirit hovers above Nayru, use your Switch Hook to pull Veran fully out of Nayru's body.



BOSS: VERAN (ROUND ONE CONTINUED)

When Veran's body reappears, run up and hit her with your sword. After several hits, Veran is expelled from Nayru's body. Unfortunately, Queen Ambi chooses that moment to return home, and she becomes the next unwilling host to Veran's evil spirit. Luckily, Nayru rescues everyone from Queen Ambi's Palace in the nick of time. But it's not over yet.



THE TUNE OF AGES



To help you in your continued quest, Nayru gives you the Tune of Ages. You can now move freely between the past and the present without a Time Portal.



BEFORE HEADING OFF TO THE ZORA SEAS, HEAD OVER TO THE SHOP. NOW THAT YOU HAVE THE TUNE OF AGES, YOU CAN WARP NEAR THE SHOP SO THAT YOU APPEAR INSIDE THE FENCE IN THE PRESENT. GO DOWNSTAIRS AND PURCHASE A HEART PIECE FOR 500 RUPEES.

The Maku Tree senses an essence in a Fish. Head south in the present to the little shed in Zora's Seas (13,F) and use the Tune of Ages to warp to the past. Now you can swim west out to sea. To reach the City of Zora, you must remember what the nearby residents told you about the sea moving east. Dive and swim to the west. When you come back up, you see a small platform. Climb the stairs and teleport to the present. Continue to go back and forth, swimming farther and farther west each time until you can go no farther. Dive into the water and use your Switch Hook to reach the entrance to Zora Village (14,B).

ZORA VILLAGE

To get the Gasha Seed from the chest behind the lamps in the west (13,A), go back to the surface and swim west before diving down to get the chest. Travel east, past Zora's Palace. When you reach the ledges to the east (11,E),

surface and travel back to the past. Use the Switch Hook to reach the area in the west. Inside, someone desperately needs Fairy Powder. Return here with Fairy Powder after you find it much later.

Exit the cave and travel a short distance east. You can't get into the library right now, so return to King Zora's Palace. Swim up into the palace—when you speak to the villagers within, you're told that the king is very ill and needs a magic potion.

EYEGLOSS ISLAND LIBRARY

Warp to the present and travel to Yoll Graveyard. Head northwest in the graveyard and cross the water to reach Syrup's Shop (6,N). Purchase a magic potion for 300 Rupees.

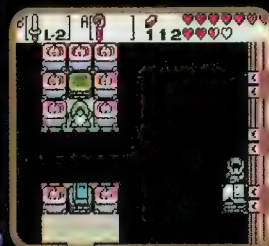


Take the magic potion back to King Zora to heal him. Warp to the present, then talk to the king once more and he acknowledges that you wish to enter Jabu-Jabu's Belly. However, you must have King Zora's permission, which he will grant only if you clean up the

filthy sea. The king gives you a Library Key so you can go to the library and research the problem. Take the Library Key east of the palace to the Eyegloss Island Library. Try as you might, you can't enter the library in the present. Use the Tune of Ages to warp into the past. The Library Key then works in the lock east of the door.

The people inside the library say many interesting things. Apparently, a Fairy Queen used to live on the island west of Zora's Village, but recently vanished. And a Fairy potion is in the back of the library.

After collecting the potion, travel north to reach the next area of the library. You need the Book of Seals to place on the podium, but no book is in sight. Leave the library and return to the present. Re-enter and talk to the man in the back room. He gives you the Book of Seals. Warp back to the past and re-enter the library. Place the Book of Seals on the podium.



To reach the old man across the room, follow the directions given by the books on podiums all over the room. You can also use the Cane of Somaria to create blocks to illustrate where it is safe to step.

THE BOOK OF SEALS (MAIN PODIUM)

- Right 4
- Up 2
- Right 2 (Get rid of the last block by creating another in order to reach the book)

THE SECOND BOOK (SOUTHEAST CORNER)

- Up 2
- Left 1
- Up 2
- Right 1
- Up 1

THE THIRD BOOK (NORTHEAST CORNER)

- Left 2
- Up 1
- Left 3

THE FOURTH BOOK (NORTH)

- Down 1
- Left 3
- Up 1
- Left 3

THE FIFTH BOOK (NORTHWEST CORNER)

- Down 1
- Right 1
- Up 2
- Left 2
- Down 3

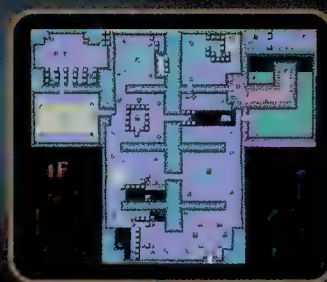
THE SIXTH BOOK (SOUTHWEST CORNER)

- Right 1
- Down 1
- Right 2
- Up 1
- Right 1
- Up 1
- Right 2

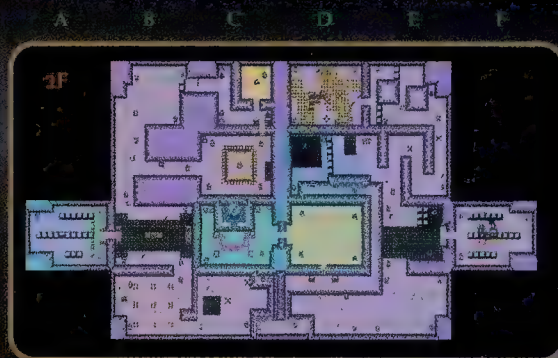
When you successfully reach the old man, he rewards you with the Fairy Powder and warps you out of the room. Take the Fairy Powder to the cursed Fairy from the library and she cleanses the seas. Return to King Zora in the present. True to his word, King Zora now allows you to enter Jabu-Jabu's Belly. Swim over to Jabu-Jabu (10,A) and enter.



JABU-JABU'S BELLY



- (4,C) ENTRANCE
- (4,B) SMALL KEY
- (3,C) COMPASS
- (2,B) SMALL KEY
- (1,C) GASHA SEED, MINI-BOSS: ANGLER FISH
- (1,B) RING
- (1,D) LONG HOOK
- (3,B) SMALL KEY
- (1,A) SMALL KEY



- (4,C) DUNGEON MAP
- (3,F) SMALL KEY
- (3,A) WATER LEVEL ROOM
- (1,B) BLOCKS ROOM
- (3,D) BOSS: PLASMARINE
- (3,C) ROLLING SEA ESSENCE



- (2,B) SWITCH ROOM
- (1,B) GASHA SEED
- (4,C) SMALL KEY
- (1,D) BOSS KEY



Go west and use the Switch Hook to move the Gems north of the south-east statue and south of the northwest statue. A Small Key falls. You can swim over the blackened pools of water without fear. Return to the entry room.

Travel north. Defeat the Like Likes and Sand Crabs and a chest containing the Compass will fall. Swim west, avoiding the Jellyfish and surface above the yellow-shaded square.

Watch out for the Anti-Faeries and head west. Defeat the Sand Crabs and retrieve the Dungeon Map from the chest. Go north three rooms. Watch out for the Pincers and move the blocks to head east.

Dodge the traps and follow the hall southeast. Unlock the block with the Small Key and take the stairs up to the third floor.



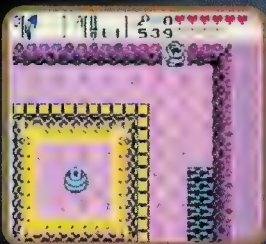
Wipe out the Mini Moldorm, then follow the hall south and back around to the north. Contend with Iron Masks and a Like Like on your way around. Another Mini Moldorm is lurking around the pots. Press the button in the red-tiled area ahead to lower the water level. Return to the

stairway and the second floor.

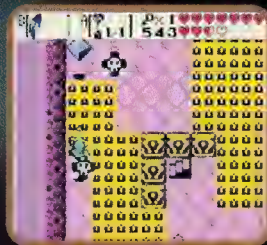
Head south between the two statues. Drop into the narrow area on the east. This drops you to the first floor.

Use the Switch Hook to trade places with the stone jar in the center of the room. Then direct the Switch Hook to the west and change places with another stone jar. Work your way up to the chest to get the ring. Hop off the ledge and go south to the next room.

Move the block to the east and open the chest to get a Small Key. Leave this room through the east hall.



Use the Switch Hook on the Gem and cross the water to reach the button on the room's east side. Use the Cane of Somaria to create a block on top of the button. This opens the east door. Go through the door, swim around to the steps, and take the stairs up to the second floor.



Watch out for the Anti-Faeries as you work your northeast way through the halls. When you reach the room with the two small platforms, use the Switch Hook on the stone jar to reach the platform to the west. Go through the door.

Use the Switch Hook on the Gems and work your way to the stairway that leads to the third floor.

Be prepared for Iron Masks and Anti-Faeries in this new area. Quickly head northeast and follow the hall around, past the large, empty area and another pair of Iron Masks. Use the Small Key to unlock the west door.

Press the button in the blue-tiled area to raise the water level. Return to the stairway and the second floor.

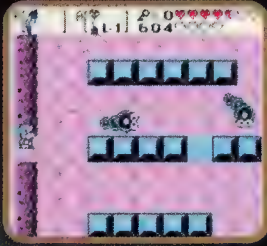
Head east, getting by the enemies you encountered when you were here before, and turn south at the first opportunity. Swim east across the water to another room.

The door locks as soon as you enter. You have to defeat two Mini Moldorms before a chest containing a Small Key appears. Leave the room through the east door.

Back in the water, head west, then exit the water to the north. Bypass the stairway and head north for a short distance, before turning west. Dive into the small expanse of water to reach the first floor.

Avoid the Jellyfish as you make your way to the chest with the Casha Seed inside. Go down the stairs.

Follow this underwater passage east, taking out the Cheep Cheeps on your way around the ladders. As soon as you clear the east wall, it closes you in. It's time to meet the Angler Fish.



Mini-Boss: ANGLER FISH

Use the Seed Shooter and Scent Seeds to blast the Angler Fish from the sky. As soon as it's grounded, bash it with your sword. Watch out for the heart-damaging bubbles the Angler Fish spits out. Defeat the Angler Fish with three strong attacks.



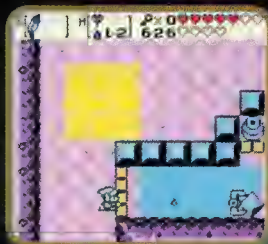
Take the ladder that appears up to the second floor. Swim west and unlock the block. Get the Long Hook from the chest. Swim back to the right and use the Long Hook on the Gem to cross over to the ledge. Go up the stairs.

Head south, then straight west as far as possible. Continue north, then east at the top to find your way back to the stairs in the switch room. Step on the red button to lower the water level. Backtrack to the stairs.

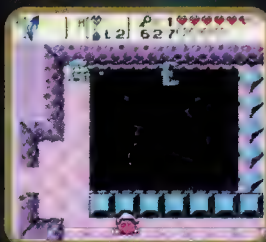
From the stairway, head south, then west. Go through the room to the west, then head south. Drop into the black expanse in the next room.

Destroy the enemies, and head east through the door. Push the block out of the way and head south.

To solve this puzzle, use the Long Hook on the Gem, maneuvering it to the left button. Use the Cane of Somaria to create a block on the right button and a chest appears with a Small Key inside. Get the Small Key and head east, then north through the next room.



Use the Cane of Somaria to create a block on the button to open the door on the east wall. Go through the door and follow the water around to the steps. Take the stairs up to the second floor.



Head far north, then west to the stairs leading to the third floor. Return to the switch room and raise the water level by pressing the blue button. Leave the switch room and use the Long Hook to cross the expanse to the east. Follow the north hall around, unlocking the block with

the Small Key. Battle past Anti-Faeries, Iron Masks, and Sand Crabs to reach a short hall heading south to the second blue button in the switch room. Press the blue button to raise the water to its highest level.

Backtrack to the room where you entered this floor, but bypass the staircase and head south into the next room. Climb the steps and use the Long Hook on the Gem in the center of the room. Use the Long Hook again on the Gem on the southern ledge, then work your way over to the chest with the Small Key inside. Return to the staircase in the previous room and go down to the second floor.



Swim past the Anti-Faeries, following the hall around, and swim to the southeast corner of the floor. Head west, hop off the stone jar ledge, and continue west. Swim to the next room north. Go through the west doorway and use the Long Hook on the Gem to reach the chest with the Small Key inside. Retrace your steps to the stone jar ledge in the east. Dive into the pit on the left.

Swim to the northwest corner of this floor and down the stairs. Follow the watery path around the Cheep Cheeps. Use the Long Hook on the stone jar to reach the ladder on the west side. Continue through this area to the far west side of the room. When you emerge in the next room, use the Long Hook on the Goponga Flower and defeat the Sand Crab and Jellyfish to have a Small Key drop. Head south through the door.

Swim up over the yellow tiles and then swim south and east to the room with the ledge of jars. Use the Long Hook to cross to the east door and swim straight to the southeast corner of the floor. Travel far north and return to the third floor.



Go to the north room and use the Long Hook to clear the expanse. Follow the hall around west, then north. Head east, using the Small Keys on the locks and emptying the chests of their treasures. The last chest to the east contains the Boss Key. Head south from the chest and use the Gem as a shortcut to the stairway. Take the stairs down to the second floor.



Head east and then south. Pass through the door on the west side of the next room and dive into the pit. Swim to the blue shaded area in the corner and surface. Swim up the steps and follow the hall around to reach the Boss Room.

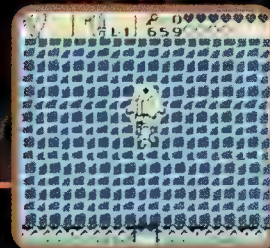


BOSS: PLASMARINE

This boss is easy to defeat if you equip the Long Hook. When Plasmarine fires, use the Long Hook on him to change his color and change places with him so he'll be hit by his own fireball.

When his color is different from the fireball he previously fired at you, he will sustain damage. Continue to switch places with Plasmarine as he fires off two different colors of fireballs until he's history.

Occasionally, Plasmarine emits an electrical charge. Just keep your distance and you won't have any problems.



Once this boss is defeated, pick up the Heart Container and exit west into the next room. Swim up to the altar and get the Rolling Sea essence.

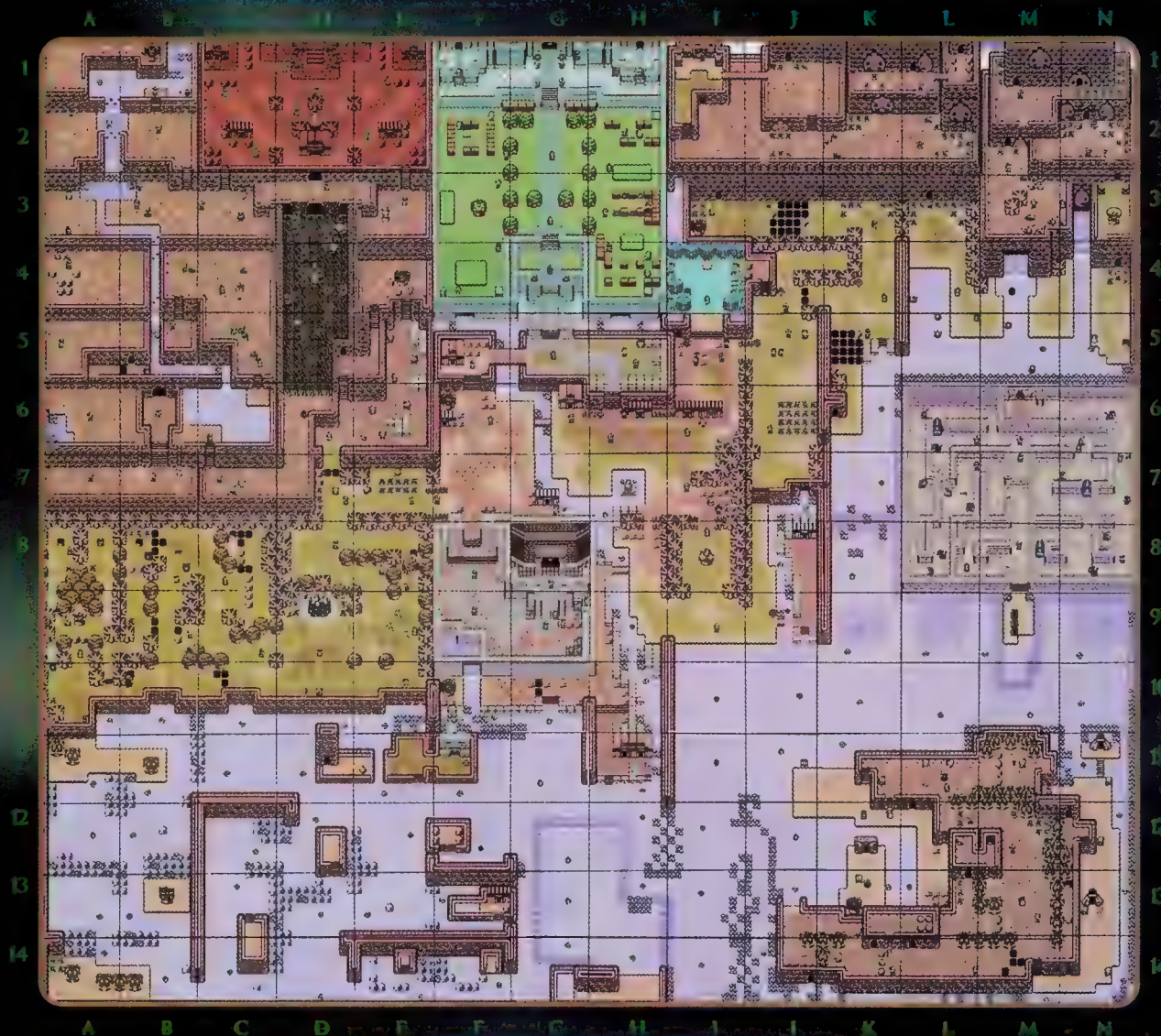
Even with your recent success, all is still not well. The Black Tower now reaches the heavens. With the Black Tower completed, Veran can now call upon the powers of darkness. Suddenly, the residents of Labrynnia are attacked by a strange power that turns them to stone. When you leave Jabu-Jabu, the Zoras give you the Zora Scale, their symbol of heroism.

Level 8: Ancient Tomb



The Legend of Zelda: Oracle of Ages Walkthrough

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(14,K) L-2 SHIELD

SEA OF STORMS



Swim down near the center of the seas. Maneuver your way around the small rocks. Head to the surface and emerge at a cave entrance. Talk to the Goron inside and he gives you the Level 2 Iron Shield. Dive and head west (14,J).

Head to the past and visit the Maku Tree. She tells you that the final essence must be hidden somewhere in Labrynna. When you speak to the villagers, one of them tells you about a pirate ship. Head south and swim the seas.



Speak to the Zora guarding the entrance to the area near the pirate ship (14,C). After the Zora sees your Zora Scale, he lets you pass.

Swim into the area enclosed by whirlpools and you find the pirate ship. On the pirate ship, talk to the captain. He asks for your Zora Scale. Give him the Zora Scale and he gives you the Tokay Eyeball. Head to Crescent Island.



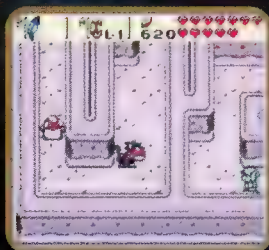
CRESCENT ISLAND



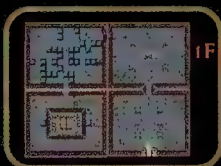
Head clockwise around the island. Swim across the small area of water to reach the statue (12,K). When you walk up to the statue, the Tokay Eyeball is automatically inserted and the entrance opens.

Battle past the Gibdos in the first room to unlock the eastern door. In the next room, use the Long Hook and Pegasus Seeds to reach the exit quickly while avoiding lengthy battles. The Cane of Somaria can guide you through the darkened room beyond. Use the Roc's Feather to perform a short corner jump to the stairs.

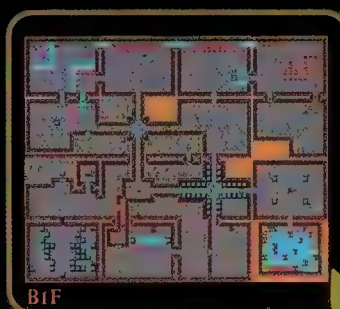
Follow the ladders to the right and surface. Push the middle statue west to open a path above. Follow the path around the outer alcove, defeating enemies as you go, to reach the entrance to the Ancient Tomb.



ANCIENT TOMB



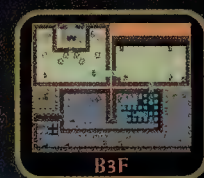
- (2,B) ENTRANCE
- (1,A) SMALL KEY
- (2,A) SLATE ROOM



- (3,B) ENTRANCE
- (1,A) SMALL KEY
- (4,B) COMPASS
- (4,A) SMALL KEY
- (1,B) SMALL KEY
- (4,D) POWER GLOVE
- (3,A) GASHA SEED
- (2,B) WHEEL #1
- (3,C) WHEEL #2



- (3,B) DUNGEON MAP
- (2,D) MINI-BOSS: DEATH STALFOS
- (5,E) GASHA SEED
- (5,F) SLATE #1
- (1,A) SMALL KEY
- (1,B) SLATE #2
- (6,B) SLATE #3
- (1,F) SLATE #4
- (4,C) SLATE ROOM



- (2,A) BOSS KEY
- (1,B) BOSS: RAMROCK
- (1,A) FALLING STAR ESSENCE



Head north and defeat the Ghosts. Light the torches and go to the northwest corner. Push the statue up and hit the west wall. You see a spark of blue light. Place a Bomb near the wall to make a door. Go through the door. Bomb a path in the blocks to reach the chest and get the Small Key. Continue west and Bomb through the cracked walls to reach the door. Use the Small Key on the door and head south.

Use the Long Hook to move the Gem onto the first switch above the left blue block. Use the Cane of Somaria to create a block on the bottom switch. On the right side of the room, bank an Ember Seed off the wall to light the torch, then stand on the lower button. A stairway appears. Go downstairs.



The Legend of Zelda: Oracle of Ages Walkthrough

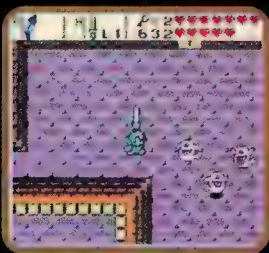


Head north from the stairs and enter the wheel, which sends you west. Defeat the Ghosts and move the blue block right to reveal a staircase. Go downstairs and get the Dungeon Map from the chest. Return upstairs, then head north to get the Small Key from the chest in the next room. Return to the wheel, which sends

you south. Use the Small Key on the lock and enter the second wheel. Head south and defeat the Ghosts, then climb up the stairs and go north. Follow the hall and hit the Crystal to lower all of the blue walls on this floor. Return to the south and head west to find a chest. Open the chest to receive the Compass.

Return to the Crystal and lower all of the red walls on this floor. Now backtrack past the chest you just opened and head north. Take the western stairs. Defeat the Knights and Bomb the lower wall. When you enter, watch out for the traps as you make your way around to the chest in the northeastern corner. Find a Small Key inside.

Exit this room and return to the Crystal. Activate the Crystal to lower the blue walls here and access a different area, then return to the wheels. Each wheel sends you back to the west. Follow the path to the northeast. Destroy the Stalfos Knights in the room. One of them drops a Small Key. Head south and climb the steps to press the button to reveal the stairs. Step into the wheel on the north side, then circle around and re-enter the wheel to be sent east.



Defeat the Ghosts inside to unlock the door. Go into the same wheel as before, then west and around to the second wheel. Return east, head south to the first wheel again, then go east.

Stay behind the blocks to avoid the laser blasts as you destroy the Rope Snakes. After you destroy all the

Rope Snakes, the door unlocks. Go through the door to the south.

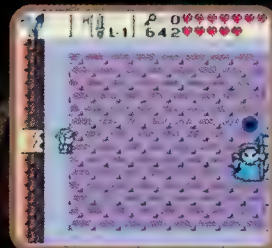
Clear the path of Mini Moldorms before attempting the tile puzzle. Walk a continuous path around the floor and change all of the tiles to red. If you step off of the path or double back, you have to start over. Follow the path marked on the screenshot to the right. There are several ways to solve this puzzle, but this solution works. After solving the puzzle, get the Power Glove from the chest and exit the room.



Head north and re-enter the wheel. Continue north through two rooms, then head east. Go south and hit the second Crystal while standing on the outline of the red wall. Walk along the top of the red wall until you reach the blue wall outline. Hop down and continue west until you reach the stairs. Go down the stairs and rid yourself of the two Gibdos as you head east. Go through the door and battle the Death Stalfos.

Mini-Boss: DEATH STALFOS

The Death Stalfos fires two types of fireballs. One breaks into smaller fireballs and the other type is a much larger fireball. Use your sword to hit the larger fireball back at the Death Stalfos.



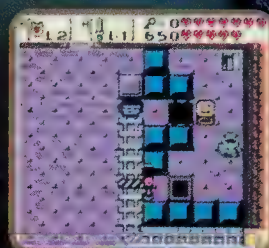
When the fireball hits the Death Stalfos, it turns into a bat that you can attack with your sword. If you get hit with the larger fireball, you turn into a baby for a few seconds and cannot attack. Keep doing the attack over and over to defeat him.



Head through the southern door and defeat the Wizzrobes, then do the same in the next room to the west. Head south again. There's nothing you can do here at the moment, but note that something has to fit into the holes surrounding the book. Go into the next southern room. Bust the sarcophagus to reveal a hidden staircase. Take the stairs into the next room.

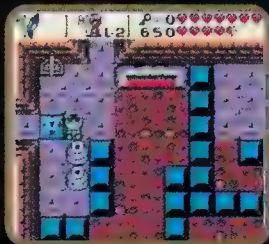
Follow the hall around to the stairway going up. Move the cube into the bottom hole with the blue side up. Move it down next to the hole, then left once. Use the Roc's Feather to jump over the gap and get into the mine cart.

After you are kicked out of the cart, dodge the flying tiles, then get the Gasha Seed from the chest. Go into the room to the south. Equip the Roc's Feather to jump over obstacles to reach the button on the floor.



When you press the button, the eastern wall opens. Head right through the opened wall. Defeat the Ball and Chain Guy on the ice, then go through the northern door.

Get the Slate from the chest, then ride the mine cart out. Dodge the tiles until you get to the other mine cart, which takes you back to the mine cart room, go out the northern door, then head west. Put the Slate in one of the holes, then head through the north door.



Avoid the Wizzrobes as you go through the west door. Use the Long Hook on the Gem and go up the stairs. Take out the Gels, then continue west. After you're past the Gibdos, equip the Long Hook to switch places with the Gems located on the tops of the halls, and head east across the tops of the halls. You have to avoid the enemies to reach the chest. Get the Small Key from the chest and head to the next room to the east. Find another Slate in the chest at the top of the stairs. Get the Slate and take the second set of stairs up.

Hop down to the Gibdos, then work your way east, south, and then back to the west to the room with the book that is surrounded by the monument. Insert the Slate in the monument and head west. Follow the hall to the south and use the Small Key in the block lock. Go west and bust up the stone jars before heading through a southern door. Get rid of the Keese in the room before pulling the handle to create a floor to cover the lava. Use a Pegasus Seed to reach the other side of the room quickly before the floor disappears. In the next room, take the Slate from the chest. Take the stairs out of this room and head north.

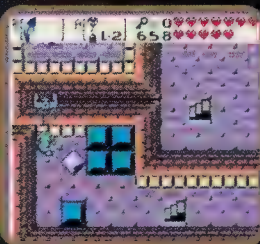
Follow the hall to the room that had the locked block in it and head north. Use the Long Hook to propel yourself across the room to the stairway in the corner. Go up the stairs and get the Gasha Seed from the chest, then return to the lower floor. Follow the northern hallway around to the book room and insert your new Slate. Head south, go down the stairs, backtrack to the mine cart room, then head north. Light the candles with your Seed Shooter and Ember Seeds. When the door unlocks, head east.

Watch for Gibdos as you head to the stairs in the northern part of the room. Swim across the small waterway and come up out of the water. Defeat the small Gels and the door in the northwest opens. Head north. There are some nasty currents to battle in this water area, but the strategy is simple. Swim to the safest, highest point you can before heading to the other side. Tap the action button as fast as you can to fight the current and reach the calmer, opposite side safely. Criss-cross your way to the bottom of the currents. On the last two rows of non-circular whirlpools, get closer to the path you want to cross before tapping your way across the currents.

In the next room to the east, the currents continue. You have to reach the eastern ledge and the stairway in the northeastern corner. Swim to the bottom and head east after the stairway.

Swim on the eastern side to the chest containing the Slate. Return to the stairs. Swim across the bottom and get out on the western side. Hit the button to reveal the stairs and head west, then south to return to the Slate room. Now you can insert the final Slate in the monument.

Before going downstairs, head south and go down the stairs in the southern room. Use the Long Hook to reach the ledge to the north and get the Boss Key from the chest. Return to the book room, place the slate, and go downstairs. Follow the path across the ledges and down the hall to reach the area outside of the Boss Room. Defeat the Keese and clear the path. Use your sword on the first obstruction and drop a Bomb to get rid of the block. Light the torch with an Ember Seed using your Seed Shooter, and use your Long Hook to get rid of the sar-cophagus. Unlock the Boss Door and go in.



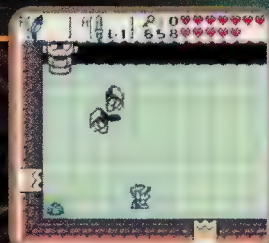
BOSS: RAMROCK

Ramrock has four battle phases. His fists of power are the first. Stand in the middle of the room and wait for Ramrock to fire off his fists at you so you can bat them back at him with your sword. When Ramrock's own fists hit him, he sustains damage. Do this twice to see Ramrock's next attack.

Ramrock has a new set of fists for the next phase. When he opens his hands in an attempt to catch you, drop a Bomb in there instead. Do this three times and his new form appears.

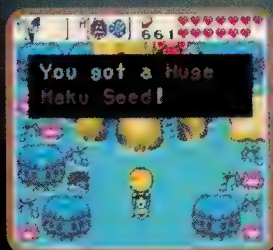
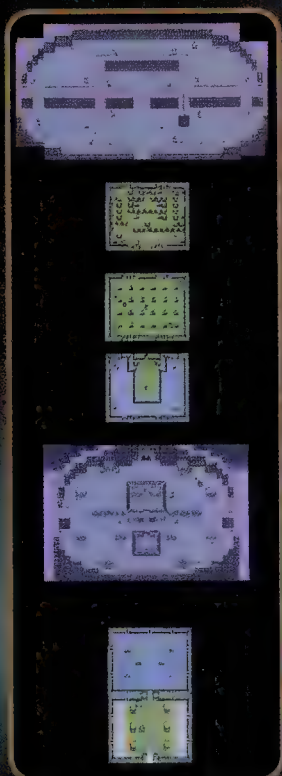
This time Ramrock has shields for hands. Ricochet a seed off the back wall to hit Ramrock's back, which is where he's vulnerable.

Finally, Ramrock's hands turn into iron balls. When Ramrock throws one of the iron balls at you, quickly run up and grab the second iron ball with your Power Glove. Pull back on the ball three times, then release it to hit Ramrock. After three hits by his own iron ball, Ramrock will be toast.



Pick up the Heart Container and head west. Climb the altar steps to get the Falling Star Essence.

Level 9: The Black Tower Turret



Return to the present and visit the Maku Tree. Now that you have collected all eight essences, the Maku Tree gives you a Huge Maku Seed (8,F). Suddenly Veran appears but vanishes again!

Your quest isn't over yet. You must now travel to the Black Tower to defeat Veran. Warp to the past and head toward the Black Tower. As soon as you start down the steps, you meet Ralph, who's decided to defeat Veran on his own. When Nayru and Impa tell you who Ralph is, hurry into the Black Tower and stop him from confronting Veran. Everyone is counting on you!



You can destroy the enemies on your way to the door in the north if you like, but it's not necessary. Just as you go through the door, you see Ralph preparing to attack Veran. It doesn't take Veran long to put Ralph in his place. Once you know Ralph is safe from his fall, continue through the north door to meet Veran.

BOSS: VERAN

Veran takes on five different forms during her battle with you. She may even bounce back and forth from one shape to another, so have your strategies ready.

ORIGINAL VERAN



Once again you must defeat Veran, and you cannot attack her directly as long as she inhabits Ambi's body. Fire a Mystery Seed at Veran as soon as she stops and she momentarily leaves Ambi's body. Use the Long Hook on Veran's head to pull her away from Ambi, then attack with your sword.

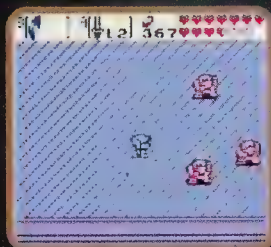
Veran also has spider allies to help her attack. Keep these spiders at bay but don't let them distract you from your true focus—Veran. She keeps spitting these spiders out, so if you spend all of your time attacking them, you'll never get to her. After three successful attacks, Veran leaves Ambi's body and Ambi leaves the Black Tower. However, that's not the end of your confrontation with Veran. You must now battle Veran in her next form.



Caution

IF YOU HAVEN'T COMPLETED THE TRADING GAME, YOU SHOULD DO SO NOW. WHEN YOU COMPLETE ALL THE TRADES, YOU GET A LEVEL 2 SWORD. THIS SWORD COMES IN HANDY AT THE BLACK TOWER, SO TAKE THE TIME TO TRADE. THE TRADING GAME INFORMATION IS AT THE END OF THIS SECTION.

Navigate around the staircases in this room to reach the center of the room. When you enter the room of staircases, wait for the fires to circle, then enter a staircase. One of the four staircases the fires enter is the right one. The incorrect staircases have enemies to battle as soon as you enter the hall. You'll know you've entered the right staircase when you see enemies firing at you from below. They can hit you, so grab any of the stone jars you need to see if they contain a heart or Fairy or seed, etc., and get inside.



VERAN TRANSFORMED

Have your sword ready for Veran's next form (she has wings) and her loyal henchmen. Wield the sword fast and furiously. You should be able to keep away from Veran fairly easily, and defeating her henchmen shouldn't be a problem. After the henchmen are gone, keep an eye on Veran's flight path and attack whenever she gets near. Very soon this form will also be defeated. Just as you think the threat is over and it's safe to leave the Black Tower, you discover that Veran has other plans.



TRUE VERAN

Have your Seed Shooter ready for Veran's next forms. True Veran has three forms. The first is a turtle. You don't want to be under her hard-shelled body when it comes crashing down, so keep to the right or left of her and blast her with the Seed Shooter. Before you know it, yet another of Veran's forms emerges.



Bombs are the weapon of choice against Spider Veran. Stun Veran with a Bomb, then attack with your sword. The Bomb must explode in front of Spider Veran or she won't notice. Also watch out for Spider Veran's web attack—she spits out a web ball that ensnares you, causing considerable damage. The attack isn't fast, so it is easily avoidable. After this version is defeated, another takes its place.



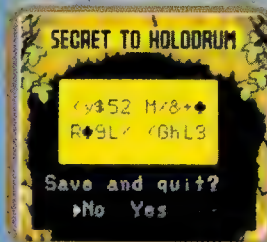
Veran now takes on a bee form; this Veran is susceptible to the Seed Shooter and your sword. Bee Veran fires stingers at you. You're slowed down if you are hit, which makes you very susceptible to attacks. Avoid those stingers! Bee Veran's second attack is with baby bees. Your sword works well against this mini swarm.



After all of Veran's forms have been defeated, peace is restored to both the present and past and Link's heroic efforts do not go unnoticed...by anyone!



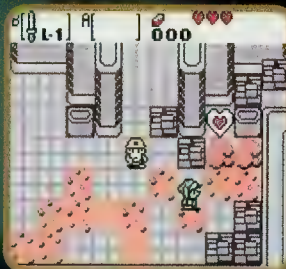
AFTER THE GAME HAS ENDED, WAIT FOR THE ENDING CREDITS TO ROLL. WHEN YOU SEE "THE END," PRESS A BUTTON TO DISPLAY YOUR PASSWORD. THIS IS YOUR FIRST SECRET IN LINKING *The Legend of Zelda: Oracle of Ages* TO *The Legend of Zelda: Oracle of*



Seasons. WRITE THIS PASSWORD DOWN AND DOUBLE-CHECK IT TO BE SURE YOU WROTE IT DOWN CORRECTLY. THIS IS IMPORTANT. IF YOU INPUT THE WRONG PASSWORD WHEN YOU START *The Legend of Zelda: Oracle of Ages*, IT WON'T BE ACCEPTED AND YOU CAN'T FULLY EXPERIENCE ALL THIS GAME HAS TO OFFER.

Side Quests and Secrets

HEART PIECES



HEART PIECE #1

Location: Black Tower

Coordinates: (9,C)

Age: Past

Tools: Shovel

Description: After you've acquired the Shovel, this Heart Piece is easy to get. Look near the entrance.

HEART PIECE #2

Location: Yoll Graveyard

Coordinates: (9,L)

Age: Present

Tools: Power Bracelet

Description: This Heart Piece is located in Yoll Graveyard.

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HEART PIECE #3

Location: Maku Road

Coordinates: (5,I)

Age: Past

Tools: Sword

Description: After the Stalfos Knights have been defeated, move the southwest block up and the second block from the left move right.

HEART PIECE #4

Location: Deku Forest

Coordinates: (10,B)

Age: Past

Tools: Ember Seeds

Description: Burn the sapling on the west and go downstairs. Defeat the Keese and Gel as you make your way to the Heart Piece in the eastern room.

HEART PIECE #5

Location: Talus Peaks

Coordinates: (5,D)

Age: Past

Tools: None

Description: Climb the stairs east of Restoration Wall. The Heart Piece is in a cave at the top of the stairs.

HEART PIECE #6

Location: Talus Peaks

Coordinates: (2,B)

Age: Present

Tool: Tune of Currents

Description: Play the Tune of Currents to reach this Heart Piece on a ledge in Talus Peaks.

HEART PIECE #7

Location: Rolling Ridge Base

Coordinates: (3,I)

Age: Past

Tool: Bomb

Description: In the Elder's Cave, Bomb the east wall near the Goron to reveal a secret room containing this Heart Piece.

HEART PIECE #8

Location: Rolling Ridge

Coordinates: (2,L)

Age: Present

Tool: Tune of Currents

Description: After leaving the Big Bang Game Cave, head east. This Heart Piece sits on the ledge.

HEART PIECE #9

Location: Maple

Coordinates: N/A

Age: Any

Tools: None

Description: Battle Maple repeatedly and eventually she drops a Heart Piece. Grab it before she does.

HEART PIECE #10

Location: Shop

Coordinates: (7,I)

Age: Present

Tool: Tune of Echoes

Description: Play the Tune of Echoes near the Shop to warp into the past. Reposition yourself so you're inside the fence when you play the Tune of Echoes again. The Heart Piece costs 500 Rupees from this secret Shop.

HEART PIECE #11

Location: Soft Soil

Coordinates: N/A

Age: N/A

Tools: None

Description: One of the many Gasha Seeds you plant produces a Heart Piece. Use the world maps and the Soft Soil Location table in this guide to find soft soil.

HEART PIECE #12

Location: Crescent Island (Underwater)

Coordinates: (12,K)

Age: Past

Tools: Mermaid Suit

Description: Battle the currents to reach this Heart Piece in the northwest corner underwater.

TRADING GAME (QUEST FOR THE NOBLE SWORD)



Throughout your travels in *Oracle of Ages*, you can help various villagers by providing them with items they need. Below is a list of the items you can gather, and with whom you should trade. This is not a mandatory quest, but you should perform it. When you complete the trading game, you get the Level 2 Sword.

TRADE #1

Location: Yoll Graveyard

Coordinates: (8,M)

Item Traded: None

Item Gained: Poe Clock

Description: Poe has been lonely. If you speak to him while in Yoll Graveyard, he'll thank you by giving you the Poe Clock. He won't be needing it anymore because his spirit will be at rest.



TRADE #2

Location: Lynna Village
Coordinates: (6,H)
Item Traded: Poe Clock
Item Gained: Stationery
Description: The Postman is always running late. Give him the Poe Clock so he'll be on time with his deliveries. He will give you Stationery in thanks.



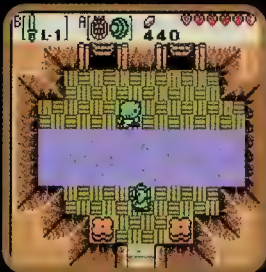
TRADE #3

Location: Toilet
Coordinates: (6,F)
Item Traded: Stationery
Item Gained: Stink Bag
Description: Though the hand in the toilet doesn't tell you what he wants the Stationery for, he'll be happy to have it. In exchange, he will give you the Stink Bag.



TRADE #4

Location: Crescent Island
Coordinates: (14,N)
Item Traded: Stink Bag
Item Gained: Tasty Meat
Description: The Tokay Chef has a cold and cannot cook. If you give him the Stink Bag, it will clear his sinuses. To thank you for clearing his head, the Tokay Chef will give you some Tasty Meat.



TRADE #5

Location: Mask Salesman
Coordinates: (6,D)
Item Traded: Tasty Meat
Item Gained: Doggie's Mask
Description: Visit the Mask Salesman in Nuun Highlands. When you speak to him, you'll learn that he is very hungry. If you give him the Tasty Meat you got from the Tokay Chef, he'll give you the Doggie's Mask.



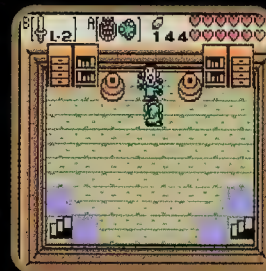
TRADE #6

Location: Mamamu Yan's House
Coordinates: (7,G)
Item Traded: Doggie's Mask
Item Gained: Dumbbell
Description: Mamamu thinks her dog is the best looking dog around. If you give Mamamu the Doggie's Mask for her dog, she'll be so happy that she'll give you the Dumbbell she isn't using.



TRADE #7

Location: Symmetry Village
Coordinates: (2,D)
Item Traded: Dumbbell
Item Gained: Cheesy Mustache
Description: Smart Thomas likes to work out, but he only has one Dumbbell, which throws off his balance. Give him your Dumbbell, and he'll remove his Cheesy Mustache and give it to you in trade.



TRADE #8

Location: Lynna City
Coordinates: (6,C)
Item Traded: Cheesy Mustache
Item Gained: Funny Joke
Description: The entertainer thinks making his audience laugh is the best job in the world. If you give him the Cheesy Mustache, he'll tell you a Funny Joke.



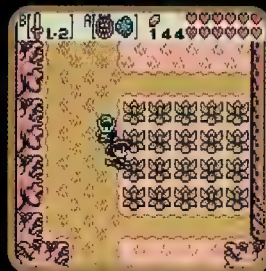
TRADE #9

Location: Dekadin's House
Coordinates: (6,C)
Item Traded: Funny Joke
Item Gained: Touching Book
Description: Dekadin could use a good laugh. With the building of the Black Tower, his mood isn't improving. Tell him the Funny Joke to try and cheer him up. He still won't be happy, but he appreciates your efforts and gives you a Touching Book.



TRADE #10

Location: Maple
Coordinates: N/A
Item Traded: Touching Book
Item Gained: Magic Oar
Description: In one of your crash meetings with Maple, she'll see your Touching Book. Maple loves the Touching Book so much that she'll trade her Magic Oar for it.



TRADE #11

Location: Rafton's House
Coordinates: (11,H)
Item Traded: Magic Oar
Item Gained: Sea Ukulele
Description: Visit Rafton in his home on the South Shore. When he sees your Magic Oar, he imagines all of the wonderful places he can travel to on his raft with the help of it. If you give the Magic Oar to Rafton, he'll give you the Sea Ukulele in return.



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TRADE #12

Location: Lost Zora

Coordinates: (6,K)

Item Traded: Sea Ukulele

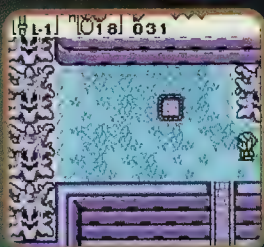
Item Gained: Broken Sword

Description: This poor, lost Zora is missing his homeland a great deal. Having something to remind him of Zora would lift his spirits. Give him the Sea Ukulele—though he doesn't have much to offer you in return, he's perfectly willing to give you a broken sword that he found in his travels.



TRADE #13

Now that you have the Broken Sword, you need to get it repaired. Remember who repaired the Broken Tuni Nut? Return to Restoration Wall and climb it to reach Patch. Patch will fix your Broken Sword, but only if you play the Crazy Cart game again. It's tougher than it was before, but it's worth the effort. When Patch repairs your Broken Sword, you have the Level 2 Noble Sword.

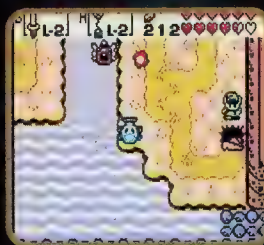


SOFT SOIL

Casha Seeds must be planted in soft soil. If you can't remember where you planted your Casha Seeds, refer to the world map. The locations of the soft soil patches are listed below.

SOFT SOIL LOCATIONS

Age	Coordinates	Description
Past	(7,F)	—
Present	(8,A)	—
Past	(7,F)	—
Present	(10,A)	Need Shovel and Tune of Echoes
Present	(11,F)	Need Shovel and Tune of Echoes
Present	(13,L)	—
Present	(14,F)	Under rock: need Power Bracelet
Past	(1,K)	—
Past	(3,N)	Uncover with Shovel
Past	(4,E)	Uncover with Shovel
Past	(10,F)	Uncover with Shovel
Past	(11,F)	Uncover with Shovel

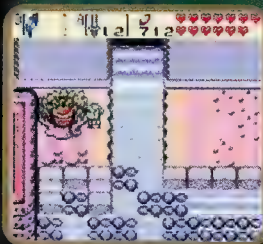


HIDDEN RUPEE MAN

Rupee Men dwell in caves. When you uncover a Rupee Man's home, he'll either be glad and reward you, or charge you Rupees for the damage you've caused, so don't uncover the Present Rupee Man's house. These little men can be found in both the past and present, and are listed below.

HIDDEN RUPEE MAN LOCATIONS

Location	Coordinates	Age	Gives/Takes
Rolling Ridge Base	(5,N)	Present	Takes
Rolling Ridge Base	(5,N)	Past	Gives



GASHA SEEDS

When you plant a Gasha Seed in soft soil, you could end up harvesting Rupees, a Ring, or a very special item. Find Gasha Seeds out in the world or inside the dungeons. Below is a listing of the Gasha Seeds that you can find on the world map.

GASHA SEED LOCATIONS

Age	Location	Coordinates	Tools	Notes
Present	Make Tree	(4,I)	—	On top of the Make Tree.
Present	Swampy Marsh	(6,N)	—	You can plant the Gasha Seed in the swampy marshy area.
Present	Talus Peaks	(7,D)	—	—
Present	Swampy Marsh	(1,I)	Shovel Pickaxe	Use the Shovel to dig up the Gasha Seed from the swampy marshy area. Use the Pickaxe to dig up the Gasha Seed from the swampy marshy area.
Present	Crescent Island	(12,N)	Bomb	Inside cave.
Present	Tree	(11,M)	Shovel	Use the Shovel to dig up the Gasha Seed from the tree.
Present	Toll Graveyard	(9,N)	—	—
Present	Crescent Island	(12,N)	—	—
Past	Rolling Ridge	(2,M)	—	—
Past	Rolling Ridge	(1,I)	—	—
Past	Dark Forest	(8,C)	Power Bracelet	Move the boulder to reach the cave with a chest inside containing this Gasha Seed.
Past	Dark Forest	(11,M)	—	On a small patch of land near the Dark Forest, you will find a chest containing this Gasha Seed.
Past	Crescent Island	(13,N)	Long Hook	You cannot reach this chest with the Gasha Seed inside until you have the Long Hook.
Past	Crescent Island	(11,I)	—	—
Past	Dark Forest	(9,D)	—	—

More Gasha Seeds can be found in chests within the dungeons. Be sure to collect and plant them all.



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RINGS

Rings can be found throughout the world in both the past and the present. Some can enhance attack strength, help protect Link from spikes, or slowly replace Heart Pieces, while others simply look nice. Most of the rings you'll encounter will be from planting Gasha Seeds. Once the Gasha Seed has fully grown, it will display a seed, which, when opened, will contain special items. Visit Vasu to have your rings appraised.

Ring Locations

Age	Location	Coordinates	Tools	Notes
Present	Nana Highlands	(4,I)		The chest with this ring inside is easy to find in Nana Highlands.
Present	Nana Highlands	(1,M)		This ring is in a chest within Ruting Ridge Pass.
Present	Shop	(6,I)		The first time you visit Vasu, he'll give you this Friendship Ring.
Present	Forest World	(10,M)		We can use the mirror to travel to each of the three worlds, and get this ring.
Past	Sea of Storms	(13,H)	Zora Scale	Once you have the Zora Scale, explore this area below the sea to find a cave with a chest inside containing a ring.
Past	Overworld	(11,N)	Long Hook	Give the Long Hook to search a chest across a gap containing a ring.



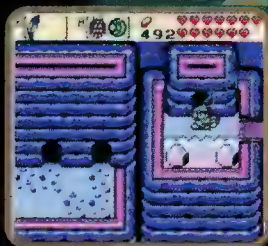
OTHER CHESTS

In addition to all of the goodies within the dungeons of *Oracle of Ages*, you can find chests throughout the land. The chest locations are listed below.

Other Chest Locations

Age	Contents	Coordinates
Present	30 Rupees	(2,I)
Present	30 Rupees	(5,I)
Present	30 Rupees	(5,N)
Present	30 Rupees	(6,I)
Present	Ring	(10,B)
Past	30 Rupees	(1,I)
Past	30 Rupees	(8,B)
Past	Gasha Seed	(1,M)
Past	Gasha Seed	(12,L)
Past	Gasha Seed	(14,N)
Present	Ring	(4,H)
Past	30 Rupees	(1,I)
Past	100 Rupees	(4,N)
Present	30 Rupees	(14,N)
Past	Gasha Seed	(3,L)
Past	30 Rupees	(1,I)
Past	Ring	(13,F)
Past	30 Rupees	(10,H)



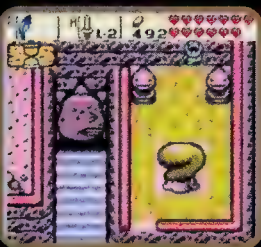


TIME PORTALS

At the beginning of your journey, you travel by using Time Portals throughout the land. Later in your quest, Link learns new tunes, allowing him to time travel without using Time Portals. The Time Portals are listed below.

Time Portal Locations

Age	Coordinates
Past	(2,N)
Past	(2,D)
Past	(5,B)
Past	(14,D)
Past	(13,N)
Present	(5,D)
Present	(2,L)
Present	(5,I)
Present	(4,I)
Present	(4,K)
Present	(5,B)
Present	(6,B)
Present	(11,I)



TREES

Several types of seed-bearing trees help Link throughout his quest. Below is a listing of the locations of the various tree types.

TREE LOCATIONS

Name	Age	Coordinates
Ember Tree	Present	(8,I)
Ember Tree	Past	(8,I)
Gale Tree	Present	(2,D)
Gale Tree	Past	(14,D)
Casha Tree	Past	(13,A)
Mystery Tree	Past	(9,I)
Mystery Tree	Past	(9,A)
Wisp Tree	Past	(11,I)
Scent Tree	Present	(11,M)
Scent Tree	Past	(11,I)



FAIRIES

Cave Fairies never tire of helping a wandering adventurer. Visit these helpers whenever you want, and they'll completely refill your hearts. The Cave Fairy locations are listed below.

CAVE FAIRY LOCATIONS

Age	Coordinates
Present	(11,D)
Past	(11,I)
Present	(14,K)
Past	(14,N)
Past	(11,D)

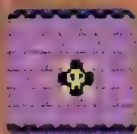


Link's Enemies

You'll see old and new faces in *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages*. All of the lesser enemies for both games are included in this bestiary (bosses are detailed in the walkthroughs). We list the amount of damage each enemy can inflict and a brief description of how to defeat them. Familiarize yourself with the enemies so you can arm yourself with the tools you'll need for victory.

Bestiary

ANTI-FAERIES

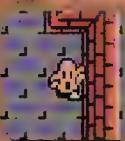


APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

You can't stop these nasty flyers. Dodge Anti-Faeries by sidestepping or jumping over them.

ARM-MIMICS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1-1/2 HEARTS

Arm-Mimics imitate your movements. Carefully draw them near and give them a good smack.

ARMOS STATUES



APPEARS: *Seasons*

AMOUNT OF DAMAGE: 2 HEARTS

These statues lie in wait for someone to approach, then come to life. Use your Magical Boomerang to snuff them out.

BALL AND CHAIN GUYS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Keep away from this creature's ball and chain. Attack whenever there's an opening. Your sword is your best offense against this soldier.

BEETLES



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Sometimes these bugs pop out of the ground while you're digging. Eliminate them with a single swipe of your sword.

BUZZ BLOBS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Avoid touching Buzz Blobs with your sword, or you'll take damage. Shoot them with seeds, or blow them away with Bombs.

CANDLES



APPEARS: *Ages*

AMOUNT OF DAMAGE: 1 HEART

Set Candles on fire with an Ember Seed and watch them scamper and explode. Avoid them until they're extinguished.

CHEEP CHEEPS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

These slow-moving underwater creatures are easily defeated with a sword.

CROWS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Look for Crows sitting in trees in the forest. Swipe them with your sword as they attack, or pick them off at long range before they move.

CUKEMANS



APPEARS: *Seasons*

AMOUNT OF DAMAGE: 1/2 HEART

Buzz Blobs altered by Mystery Seeds become Cukemans. They can give you useful information, just make sure to stun them with a Boomerang before talking to them.

FIRE KEESE



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Fire Keese are Keese shrouded in flame. Wait for them to swoop, then let them have it with your blade.

FISH



APPEARS: *Seasons*

AMOUNT OF DAMAGE: 1/2 HEART

Fish skim the surface of lakes and rivers, leaping out to bite passersby. Dodge them, or eliminate them with your sword.

GELS

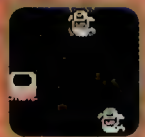


APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/4 HEART

Beat these hopping blobs with a swift sword attack.

GHOSTS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Find these spooks in creepy graveyards. Your sword works well against them, but they can take a lot of hits.



GIBDOS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

It takes a lot of hits to stop these charging mummies. Stun them, then defeat them with your sword.

GOPONGA FLOWERS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Goponga Flowers shoot fireballs and damage you if you come in contact with them. Keep your distance, or use Dimitri to gobble them up.

HARDHAT BEETLES

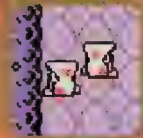


APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Hardhat Beetles have tough shells that protect them from attacks. Push them into pits using your sword or Seed Shooter.

IRON MASKS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Yank off their metal masks using the Switch Hook, Long Hook, or Magnetic Gloves, then slash them with your sword.

JELLYFISH



APPEARS: *Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Wait until a Jellyfish stops flashing, then bash away with your sword. After the larger Jellyfish has been beaten, two smaller Jellyfish take its place. Use your sword again to wipe them out.

KLEPS



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/2 HEART

These pesky bat-like creatures can really knock you around. Defeat them with long-range weapons.

LEEVEES



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/2 HEART

Leevers get the jump on their enemies by burrowing underground. Keep moving when you know they're around, then smack them when they pop out of the ground.

LIKE LIKES



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: NONE

Though Like Likes don't cause you damage, they'll eat your shield if they get too close. Defeat them with your sword.

MAGNET MONSTERS



APPEARS: Seasons
AMOUNT OF DAMAGE: 1/2 HEART

Pull Magnetic Monsters toward you using the Magnetic Gloves, then strike them with your sword when they're in range.



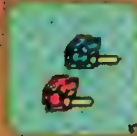
MINI MOLDORMS



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/2 HEART

Mini Moldorms charge around the room, making them hard to track, but several hits with a sword is all it takes to bring them down.

MOBLINS



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/2 HEART

The loyal followers of Great Moblin are armed to the teeth with anything from swords to spears. Swords are effective against them, but it's best to stun them before attacking.

OCTOROKS



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/4 HEART

Octoroks are easy to defeat, and you can block their attacks with your shield.

PEAHATS



APPEARS: Seasons AND Ages
AMOUNT OF DAMAGE: 1/2 HEART

When Peahats are flying, they can't be harmed. Wait for them to land and quickly eliminate them with a sword, or stun them before they take off again.

PIG WARRIORS



APPEARS: Ages
AMOUNT OF DAMAGE: 1/2 HEART

These swiney soldiers can be easily defeated with your sword.

PINCERS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Pincers hide in holes and wait for you to draw near. Sidestep their attacks and strike as they draw back.

POKEYS



APPEARS: *Seasons*

AMOUNT OF DAMAGE: 1/2 HEART

These huge cactus creatures roam desert areas. Swords work against them, but Pokeys break into smaller and smaller pieces, becoming steadily faster. Avoid them!

POLS VOICES



APPEARS: *Ages*

AMOUNT OF DAMAGE: 1/2 HEART

These innocent-looking bunny rabbits are anything but. Chuck a Bomb near them, or play the flute, to defeat them.

RAVENS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Ravens dive across the screen, but they're easy to dodge. Shoot them at a distance before they can attack.

SAND CRABS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Sand Crabs aren't tough creatures, but they move unpredictably. Quickly strike them down with your sword.

SHROUDED STALFOS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Shrouded Stalfos toss spears at their enemies. Block their attacks with a shield and counterattack with your sword. Attack on the side opposite their spears.

SNAKE ROPES



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

After they've seen you, Snake Ropes charge across the screen and attack. Quickly take aim with your sword, or you'll be covered in a slithering swarm of snakes.

SOLDIERS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1 HEART

Their tough armor protects Soldiers from everything except sword and Bomb attacks.

SPARKS



APPEARS: *Seasons AND Ages*

AMOUNT OF DAMAGE: 1/2 HEART

Sparks cling to walls and curse those they touch. Hit them with a Boomerang to turn them into Fairies.

SPIKED BEETLES



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

Tip over Spiked Beetles with your shield and strike at their unprotected bellies.

SPINY BEETLES



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

You'll find Spiny Beetles hiding under rocks and in grass. You can take them out with a single sword attack, but those that are under rocks will have to be robbed of their protection first.

STALFOS



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

When you approach Stalfos, they hop around. Stun them, then strike them down with your sword.

SWORD STALFOS



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

Expect these beasts to charge you with their swords drawn. Stay on the side opposite their blades and give them a taste of your steel.

TEKTITES



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

These spider-like creatures bounce on the ground. Stun them, then defeat them with your sword.

WALLMASTERS



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: NONE

Though the Wallmaster causes no decrease in hearts, it picks you up and drops you at the dungeon's entrance. Use your sword to drive back and destroy this creature.

WATER TEKTITES



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

Water Tektites glide along on water, making them tough to attack. Dive under water to dodge them, or strike them with your sword while in shallow water.

WIZZROBES



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 3/4 HEART

Their tendency to appear and disappear at random makes Wizzrobes difficult to hit. They fire their magical bolts forward, so stand to the side and whack them with your sword.

ZORAS



APPEARS: Seasons AND Ages

AMOUNT OF DAMAGE: 1/2 HEART

These water creatures are the peskiest enemies you'll face. Shoot them at a distance with seeds to make short work of them.



Linking Oracle of Seasons and Oracle of Ages

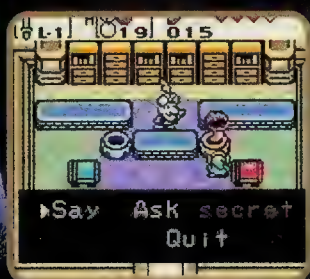
Oracle of Seasons and *Oracle of Ages* can be linked together using a password system and the Game Link cable. Link the games to discover additional secrets such as powerful weapons and tools. It's also the only way to discover the whole story behind Onox and Veran's attacks. There are two type of linking: Main-Linking and Return-Linking.

MAIN-LINKING

When you beat one of the games, you're given a password after the credits. Jot down the password and save your game when given the opportunity. It doesn't matter which game you play first, because you'll receive a password at the end of either adventure. After receiving the password, begin playing the second game. Choose the Secrets option at the beginning, then enter your password to Main-Link.

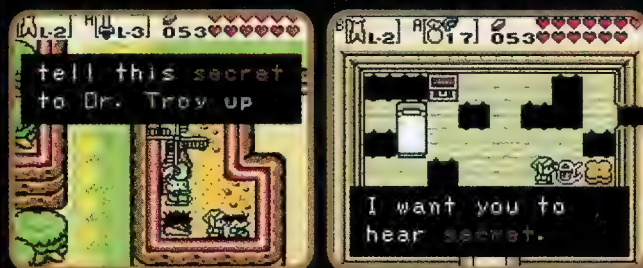
DIFFERENCES WHEN MAIN-LINKED

You begin the new game with four Heart Containers and the Wooden Sword. Other differences include a slightly different introduction and some subtle placement changes. For instance, a couple of the jewels in *Oracle of Seasons* are now in different places. Also, the Hero's Cave in *Oracle of Seasons* has changed and is no longer a crucial area.



Perhaps the biggest difference is that lots of people from the previous game are scattered around the world. Many will recognize you from "stories" they have heard from friends in the other game. Princess Zelda also makes an appearance and becomes an integral part of the story line. In *Oracle of Ages* you have to save her from King Moblin and in *Oracle of Seasons* you must save her from the Black Tower. If you don't save her, you will be unable to advance further in the game. You also have a much better chance of collecting all of the Rings because you can transfer your rings from the previous game into the new one. Visit Vasu and speak with his snakes to transfer your rings.

PASSWORD GAME



When you talk to people, some of them notice that you know certain people and will ask you to give a password to someone else. Write down the password and take it to that person, who gives you an upgraded item or allows you to transfer an item from your previous game to the new one. Be sure to visit the Hall of Secrets inside the Maku Tree, where you can record the passwords you've found and get some special items. Come back here if you forget one of the passwords you've been given and you can find it inside the book on the counter. There are about 42 passwords between the two games.

NEW BOSSES

You can discover the true evil behind the twisted plans of Onox and Veran through Main-Linking. After defeating the final boss in either game, you're automatically taken to a new location where you battle Twinrova and Ganon. This boss fight is not an optional part of the story. After you beat these bosses you get an even better ending and another password. Write it down and save your game.



BOSS: TWINROVA AND GANON

The boss battles at the end of the Main-Linked game are rough, but they're much easier to win if you have a potion. If you don't have one, head back into the portal at Link's feet and you'll appear near the Maku Tree. Return to the portal when you're ready to battle.

TWINROVA

At first, Twinrova appears as twin witches who circle around you on brooms. One uses ice magic and the other uses fire magic. Stand in the arena's southwest corner and use your sword to knock their attacks back at them. Hit the blue Twinrova with the fire magic and the red Twinrova with the ice magic. This position leaves you totally protected from their attacks, but makes knocking their magic attacks back at them a bit tricky. Still, it's the best way to get through the first fight without taking any damage.

After you've beaten Twinrova's first form, the twins merge and Twinrova turns either blue or orange. When she's orange, she transports you to a lava room that has numerous lava pits and begins to shoot fire bags at you. The fire bags travel a short distance, then burst into three fireballs, which head toward you in a spread pattern. As you weave between the fireballs, watch out for the swarm of flame creatures that she unleashes. Stand away from her and swat them with your sword as they approach. You often earn Hearts and other items from the dispatched creatures. In her ice form, Twinrova transports you to an ice room and creates several spiked ice crystals that bounce around the room. Deflect them with your sword or dodge them.

Continually beat on her with your sword when she's in either form. Eventually, she becomes temporarily stunned and transforms back into a red-and-blue version of herself. Quickly shoot her with Scent or Mystery Seeds to damage her. This is the only time you're able to inflict damage on Twinrova. Your sword attacks only force her back to her combined form, so you must hit her with seeds, to end the battle. It takes a lot of hits before Twinrova finally succumbs to your attacks.

GANON

After Twinrova is defeated, Ganon appears. This guy is extremely tough. Unless you have the Master Sword, you must use spin attacks to damage him. Any other attack merely bounces off of his thick hide. Even if you do have the Master Sword, it's still best to use spin attacks to speed up the battle.

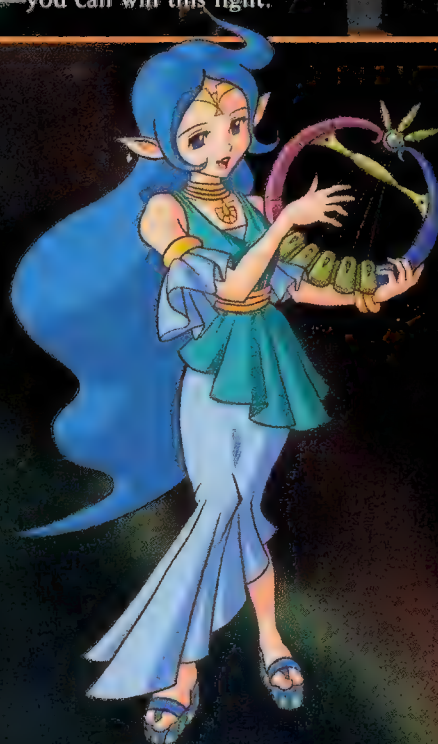
Ganon mostly uses simple charging attacks. Wait for him to make the first move, dodge his attack, then counterattack. Ganon is fast, so use Pegasus Seeds to increase your dodging abilities. After a few attacks, he transports you to a strange blue room where your controls are reversed (left becomes right, up becomes down). Keep this in mind, or you'll end up taking major—or even fatal—damage. After a few moments inside this room, you're transported back to the normal area. Ganon takes a lot of damage before falling to your blade, and you may find yourself transported to the blue room several times before you beat him, but don't get discouraged—you can win this fight.

RETURN-LINKING

Take the password from the second game and enter it in the first game. This is called Return-Linking. Now you can see all of the new events in the first game and try out your new equipment on the old bosses. You don't fight Twinrova and Ganon when Return-Linked, but you play the same password-exchanging game.

To fully experience each game, play both games without linking them. This way, you can fully appreciate the subtle additions to the games when Main-Linked.

Otherwise, you see the second game only as it appears after the linking changes have been made.





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